

THE unofficial Nintendo 64 magazine for the EXTREME gamer

# 64 extreme

Issue 2  
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**WIN  
AN N64**

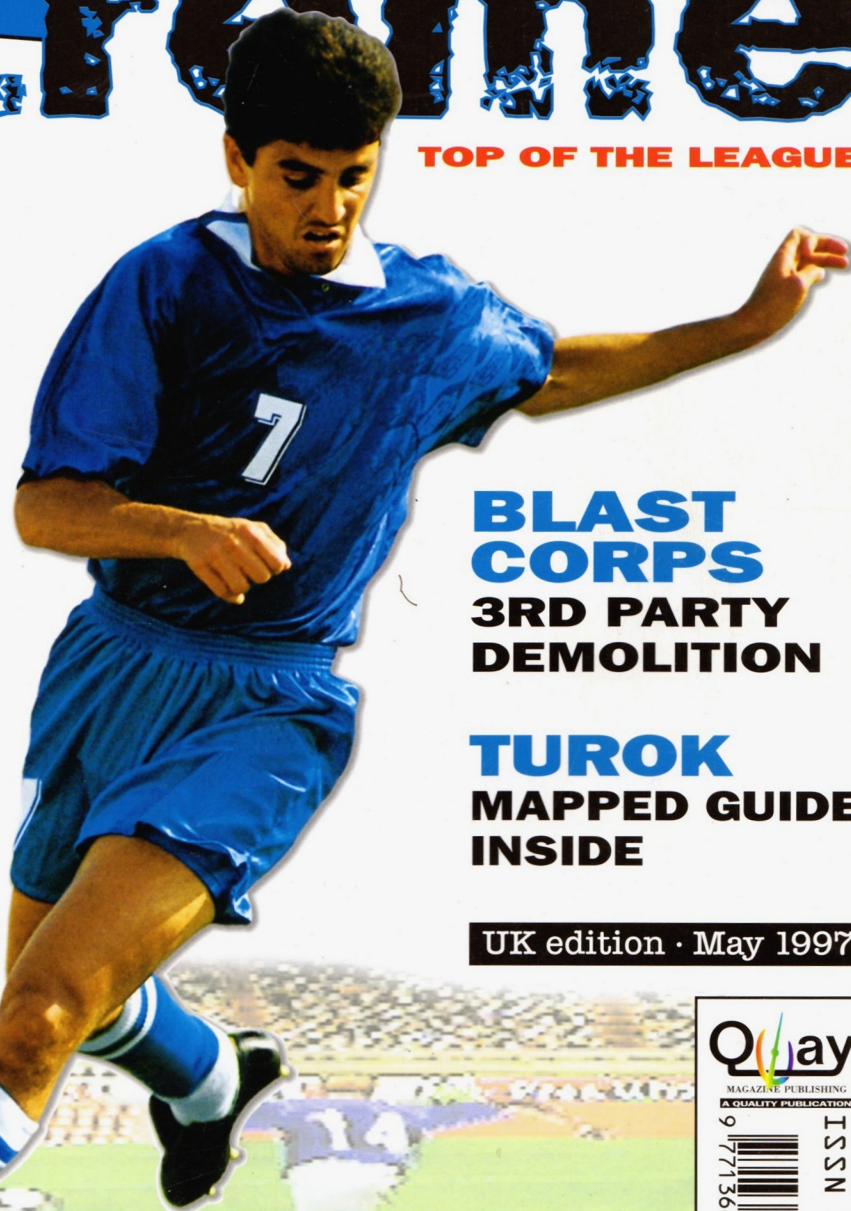
**TOP OF THE LEAGUE**

# J-LEAGUE

**VS**

# FIFA 64

**WORLD  
EXCLUSIVE  
REVIEW INSIDE!**



**BLAST  
CORPS**  
3RD PARTY  
DEMOLITION

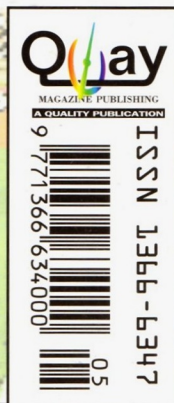
**TUROK**  
MAPPED GUIDE  
INSIDE

UK edition · May 1997



# 4-PLAYER FRENZY!

**FOREPLAY WITH YOUR N64**



**64 Solutions: WaveRace 64, Super Mario 64, Turok Dinosaur Hunter**





**Inside info p.72**

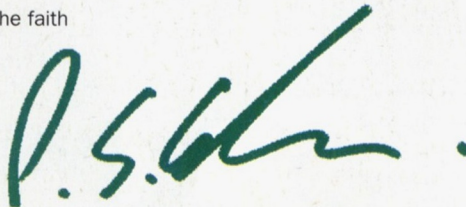


**M**arch 97 is certainly a month that I shall not forget in a hurry. With the N64 launched and the first issue of 64 extreme hitting the streets, I was on cloud nine. Many thanks to everybody who took the trouble to write or e-mail, congratulating us on our launch issue. Your response has been overwhelming and has given everybody in the office a huge buzz. We have had so many compliments on how classy the mag looked, that Jenny (our Art Editor) can no longer get her head through the door! Next issue, along with printing the names of the winners of our N64 competition, we will print the results of our mini reader's survey. Your opinions are very important to us and will have a big influence on the way 64 extreme develops in the future, so whether you have good or bad things to say about the mag, please let us know.

A slight disappointment this month was the fact that we were unable to bring you a Dream Team Focus. This was due to the fact that the software company we were hoping to spotlight did not have the software available that we wanted to feature. Rather than do a rushed feature on another company, we thought it better to postpone it. Fear not though, in the next three issues we will be covering Konami, Rare and Nintendo themselves. I hope you enjoy our Four Player Frenzy feature in this issue. We certainly had fun putting it together! Let us know if you would like to see other four player games reviewed in this style.

Now that the N64 is out, it's time for the 'tall poppy' syndrome to kick in. I have already heard a few rumblings from certain quarters. There are certain people in this industry who like to champion unreleased next-gen consoles, then when they are released, they slag them off while jumping on the band wagon of another future wonder machine and its etherware. Ignore them, the future of gaming is already here in the N64. Every home should have one.

Keep the faith



Pete



## 64 solutions

Here it is, the first part of our incredible, fully mapped guide to Turok Dinosaur Hunter.

We also have the final instalment of Super Mario 64 and a complete guide to the soon to be released WaveRace 64.

### 40 WaveRace 64

We've been playing WaveRace 64 for months, so if you want to get ahead of the competition, here's your chance.



### 45 Super Mario 64 (part 2)

The final part of the most exhaustive Super Mario 64 player's guide in existence - now in your hands.

### 65 Turok Dinosaur Hunter

The only game to challenge Mario gets blown open in the first part of our fully mapped guide to this jurassic wonder.



## review contents

### 11 FIFA 64

EA's first N64 offering comes in the form of FIFA 64. No surprises there then. With competition like J-league though, is it up to 64 extreme's high standards?

### 15 Blast Corps

One of the most original games to hit the console market for years has finally arrived and we give it an intense and thorough playtest.

### 20 Killer Instinct Gold

For a 2D beat-'em-up, we rather liked Killer Instinct.

### 22 Wayne Gretzky's 3D Hockey

Take to the ice in this four player hockey game. We haven't had as much fun since we went to see Alice in Wonderland on ice.

### 24 Mortal Kombat Trilogy

For a 2D beat-'em-up, we thought MK Trilogy was pants.

### 26 J-League Perfect Striker

J-league is one of the best football games ever, find out more in our comprehensive review.

### 30 NBA Hangtime

Basketball crashes onto the N64 in fine style with this arcade style NBA Jam variant from Midway.

## review guide



#### OVERALL SCORE - 0-50%

Dire beyond words, do not buy this game under any circumstances.

#### OVERALL SCORE - 51-70%

Very poor. Not worth considering unless you are a big fan of the genre with lots of spare cash.

#### OVERALL SCORE - 71-80%

Pretty good but room for improvement. Try before you buy.

#### OVERALL SCORE - 81-90%

This is a good game that we would recommend you check out. Falls just shy of greatness.

#### OVERALL SCORE - 91-100%

A fantastic game that you have to seriously consider buying. A game over 90% may well be honoured with the X-factor award.

#### THE X-FACTOR -

This rare honour is bestowed upon a game destined to be a classic. Some games have a certain indefinable mark of greatness about them. We call that mark the X-factor.



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## international news

Our team of highly trained investigative journalists have been

blazing the trail of this month's hot Nintendo

stories. We're not interested in free product advertising here, just real stories from around the globe.



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## ex, lies, and videogames/competition

Get all the latest gossip in our monthly, unfounded rumours column. We're also giving away another N64 so don't delay, get those entries in today.



11

## reviews

None of your dozens of boxouts and a score box here. Informed analysis, beautiful shots and the odd bout of silliness. Proper job reviews.

32

## timeout

Consider this as the 64 extreme chill out zone. The anything goes (except video games) page. Films, videos, web sites, gadgets, music. It's all here.

33

## feature: four player frenzy

The extreme team go head to head in a controlled scientific experiment to find out what all this multi-player malarkey's about. Or, in layman's terms, an excuse to get beered and play videogames all night long.



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## subscriptions

Our team of 100 sexy little nymphets have been working flat out processing the subscriptions from last month. If you want your name and address to pass the eyes of one of these stunning starlets, simply fill out the form and subscribe. You never know, you might get lucky!

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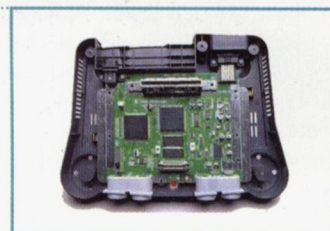
## 64 solutions

With games as complex and contrived as Mario 64 and Turok, we know that you can't live without the best player's guides in the land.

72

## feature: future perfect

In the short time the N64 has been around, it's already proven itself to be the greatest home gaming console ever. Where did it come from though and what makes it so powerful? Find out in our comprehensive hardware guide and take a look at the competition.



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## extreme exchange your letters

Any questions or queries will be dealt with by our team of experts, namely Saul, Pete and Dazza. If you have any points to bring up about the N64, the mag or videogames in general, feel free to drop us a line.

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## previews

Starfox 64, Zelda 64 and a whole host of other titles get the 64 extreme treatment in our coveted previews section.

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## next issue don't miss it!

Beg, borrow, steal or sell your mother's boots, just make sure you get next month's 64 extreme. You won't regret it.







## NINTENDO SLASHES AMERICAN PRICE

### BYE, BYE, AMERICAN PRICE!

Contrary to last month's report in International Stop Press (Nintendo Slashes Jap Price!), it has been officially announced that Nintendo of America are to cut the price of the N64 in the States. Following Nintendo's Japanese move, stateside customers can now get a standalone N64 for only \$149, which translates into an astonishingly low price of £100! The price cut was announced just three weeks after Sony dropped the price of the PlayStation but Nintendo are quick to deny that the new price is a knee jerk reaction to this.

Sales of the N64 have slowed down in America and Japan recently, probably due to the lack of software on the market and the new price point is bound to give Nintendo's hardware a boost. Following an excellent Christmas period in the States, it looks as though NoA are also looking to clear up over the traditionally busy Easter holiday period.

Meanwhile, THE Games, Nintendo's UK distributor, have

denied that there will be any price cuts here, at least for some time. Nintendo are obviously confident that the N64 can hold its own against the Saturn and PlayStation, which both sell at nearly half the asking price of the N64 in Britain.



## NINTENDO DOESN'T SLASH UK PRICE

### UK PRESS RAISE PRICE CUT SPECULATION

It was reported in the computer pages of national newspaper, The Daily Mirror (dated 29-3-97), that "Nintendo is secretly planning to slash the price of its revolutionary 64 bit games console - just weeks after its British launch". The story went on to say that 'experts' believe the price drop will be announced once the Easter holidays are over and the price will drop even further before Christmas.

Usually, we would not give column space to speculation such as this in our International Stop Press pages, because we are only interested in printing the latest hard hitting news stories (rumours and speculation belongs on our Ex, Lies and Videogames section). But we have made an exception in this case for three reasons: 1. It is very unusual for a national newspaper to speculate on the price of console hardware. They

are usually only interested in the here and now. 2. It is going to be very hard for Nintendo to justify a £250 price tag in the UK for long, when it is common knowledge that the N64 retails for £100 in the US. 3. Last month, in our story covering the Japanese N64 price drop, we categorically stated that "the price drop will not be implemented in America". This was the situation as far as Nintendo of America was concerned when we spoke to them. No sooner had we gone to press than NoA announced their N64 price drop, as many of you kindly pointed out with your letters and phone calls! So we just want to make it clear that at the time of going to press our friends at THE (Nintendo's UK distributor) are absolutely adamant that there are no plans for any such price cuts. Besides, you really shouldn't believe everything you read in the papers!

# STOP press

## SHIVER ME TIMBERS!



## PIRATES TAKEN TO COURT!

Swashbuckling Nintendo are not going to let the software pirates rule the vast videogaming ocean. In true Errol Flynn style they are taking a Taiwanese chip manufacturer to court. The company in question, Winbound Electronics Corp., are said to be producing chips identified in illegal copying devices and counterfeit, unofficial software.

The copying device in question is the Game Doctor 64, which can be used to download the data from a cartridge directly onto CD or floppy disk. This has understandably annoyed Nintendo, as the loss in software revenue due to such a device could be pretty substantial. Nintendo are renowned for coming down hard on software pirates and from the hundreds of cases they have taken up, few have been lost. If Nintendo do prove their case against Winbound, you can contact us at 64 extreme for the exact whereabouts of an extremely large factory sale, somewhere in Taiwan.





# IT'S A LOCKOUT!

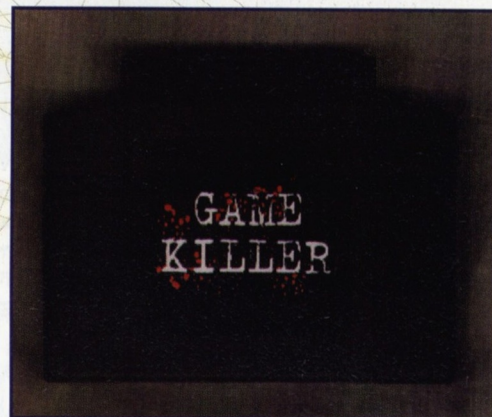
Many UK N64 owners have been calling us since launch day, enquiring about the availability of an adaptor that will allow import software to run on a UK machine. In the past, there has almost always been an adaptor available at the launch of new console hardware, but with the N64 this is not the case. We spoke to Datel Electronics, who have always led the field when it comes to developing technology to beat import lockout systems

## Import software a no no for UK N64

in consoles. Development Manager, Wayne Beckett said, "We have no current plans to develop an adaptor for the N64. The lockout technology for the N64 is far and away superior to anything that they have produced before. Any adaptor we make could be made redundant by Nintendo immediately. Unlike previous systems, the lockout chips are actually built into the software. Which means as soon as an adaptor is released, Nintendo can change the coding on their next big game, making the adaptor obsolete. Besides this, adaptors have always been low profit

yielding products, so we would rather be concentrating on developing and improving on our N64 memory card range and Game Killer cheat cartridges." Upon further investigation, we have found that there are some adaptors in circulation that originate from Hong

Kong. Apparently they do actually work, but are extremely glitchy and are prone to making games crash. This, coupled with the fact that Nintendo appear to be able to make any adaptor immediately invalid, leads 64 extreme to strongly advise against such a purchase at the moment.



# ZELDA AT THE DOUBLE!



After months of heated speculation, news has finally arrived that the N64 will get The Legend of Zelda on cartridge first. A completed cart based version of the game is penciled in for a late '97 release in Japan, followed by a 64DD release. The news comes as a shock to us as Zelda looked to be the sole initial selling point for the dump drive. With the game already out on cartridge, is a disk based version

cash for a new piece of hardware which has nothing unique about it? Mother 3 (Earthbound 64), based on the Mother series from the NES and SNES, is reputed to be the game taking over from Zelda as the Dump Drive's big game. We can't help

but think that gamers are much more likely to buy the 64DD with Zelda, but the Nintendo top brass obviously don't agree. It's not yet known how the disk based version of Zelda will differ from



## Zelda to be 64DD and cart based

the cartridge, but you can almost guarantee that the 64DD's game saving capabilities will be utilised. As to whether it will be the same game or an updated version, we can only wait and see.

going to be enough to persuade the punters to part with their





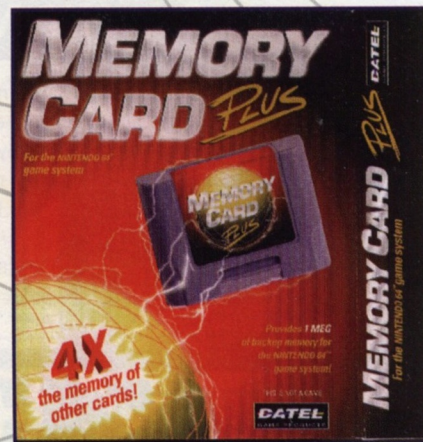
## NINTENDO'S MEMORY LOSS!

THE's launch of the N64 in the UK has been a huge success, winning them well deserved plaudits from the industry. However, it was not until the following week that a fly in the ointment was discovered. On 4th March, the first ever third party game was released in the form of Acclaim's awesome Turok Dinosaur Hunter. Turok has no internal memory and therefore requires a memory card to allow the player to save his game positions. It is fair to say that a game of Turok's size and complexity demands that you use save

### Turok saved by third party products

positions and it is virtually pointless owning it without a memory card. Unfortunately, Nintendo's own memory cards were not available at the UK launch. This at first wasn't deemed a problem, since all the launch games had their own built in memory, but when Turok arrived at retail there was suddenly a problem. Thankfully, help was at hand in the form of unofficial third party accessory manufacturers such as Dattel Electronics, who already had their N64 add-ons ready for launch. Dattel were flooded with calls from gamers and retailers alike, desperate to get their

hands on the cards. In fact, Dattel have already had some significant breakthroughs with their memory cards and now produce a Memory Card Plus, which has four times the memory of the standard cards, and a Mega Memory Card that has 20 times more memory than standard cards and includes a LED display which indicates which page is selected. Naturally, no console accessory line up is complete without a cheat cartridge and Dattel have developed one in the form of the aggressively named Game Killer. For further Product information, Dattel can be contacted on 01785 810800. Nintendo's own memory cards should reach retail by this week (ending 4-4-97). Check out our feature on all N64 add-ons and accessories in our next issue.



## UK RELEASE DATES

If all goes according to the following list, which comes straight from Nintendo, N64 owners in Britain should have at least 26 games to choose from by the end of the year. Of course, if history is anything to go by, all won't go according to plan. Anyway, here are those European release dates...

FIFA SOCCER	EA	Out now
WAVRACE 64	Nintendo	25th April
MARIO KART 64	Nintendo	June
INTERNATIONAL SUPERSTAR SOCCER	Konami	June
KILLER INSTINCT GOLD	Rare	2nd quarter
DOOM 64	GT Interactive	2nd quarter
HEXEN	GT Interactive	2nd quarter
MK TRILOGY	GT Interactive	2nd quarter
NBA HANG TIME	GT Interactive	2nd quarter
WAYNE GRETZKY'S HOCKEY	GT Interactive	2nd quarter
BLAST CORPS	Nintendo	3rd quarter
STARFOX 64	Nintendo	3rd quarter
WARGODS	GT Interactive	3rd quarter
MISSION IMPOSSIBLE	Ocean	3rd quarter
YOSHI'S ISLAND 64	Nintendo	4th quarter
GOLDENEYE 007	Nintendo	4th quarter
DUKE NUKEM 64	GT Interactive	4th quarter
ROBOTRON X	GT Interactive	4th quarter

JOUST X	GT Interactive	4th quarter
REV LIMIT	Seta	4th quarter
TOP GEAR RALLY	Kemko	4th quarter
WILD CHOPPERS	Seta	4th quarter
DARK RIFT	Vic Tokai	4th quarter





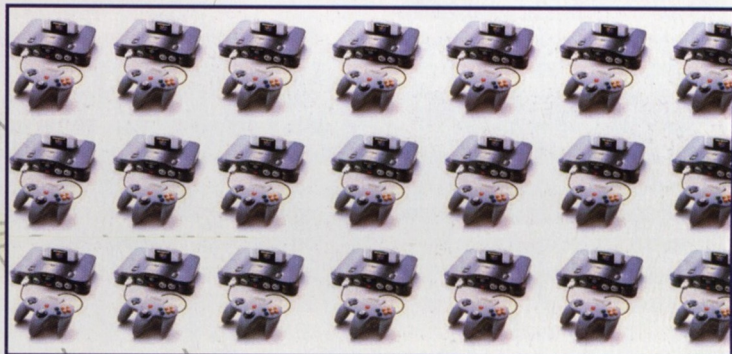


**international**  
• stop press

# 20,000 THE TIP OF THE'S ICEBERG!

## 400,000 BRITISH N64's BY 1998

Although there were only 20,000 machines on launch day, THE Games have boldly stated that they expect there to be around 400,000 N64's in British homes by the end of the year. If they can achieve this level of sales, the benefits will not only be reflected in Nintendo's profits. With that quantity of machines in circulation, the price of hardware will undoubtedly fall, hopefully enough to bring the UK price point in line with that of America and Japan. The volume of games should also rise dramatically once software developers see the UK as a more viable market. On a personal note, just think how many copies of 64 extreme we could sell with a 400,000 N64 user base. Answers on a postcard...



## FRENCH TO MISS OUT ON INITIAL N64 LAUNCH!

If you think we're hard done by in the UK over Nintendo products, spare a thought for our cousins across the channel. The N64 is

due to arrive in France sometime between June and September. Makes you feel wanted doesn't it?



For those of you who have access to the Internet and have been experiencing difficulties in logging on to Quaynet, please accept our apologies and be assured that all our teething problems have been ironed out. We have just added the most comprehensive A-Z of N64 cheats you will see anywhere. Catch it at [www.quaynet.co.uk](http://www.quaynet.co.uk) and look forward to the site developing into the hub of interactive entertainment information on the web.

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Micro Machines v.3	£44.99	Macross UFX (Jap)	£59.99	Blastozer (Jap)	£79.99
Sukoden	£44.99	Crypt Killer (USA)	£49.99	Turok (USA)	£79.99
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## EX, LIES AND VIDEO GAMES!

Keeping true to our journalistic instincts here at E, L & V, we never let the truth get in the way of a good story. All we are interested in is printing the juiciest gossip and the most scandalous rumours. As usual, we have included a complete 'porkie' of our own. Can you spot the swine amongst the pearls?

### N64 STARTS CRIMEWAVE PART ONE!

Disturbing reports reach us that N64 fever was running so high at the recent launch, that even the shady underworld of crime got to hear of Nintendo's wonder console. It was duly put at the top of the 'must blag' list. On March 1st, Chips store in Middlesboro was burgled after thieves smashed their way into the store through seven nine inch walls via an adjacent building and made off with the N64 stock. Strangely, the thieves didn't

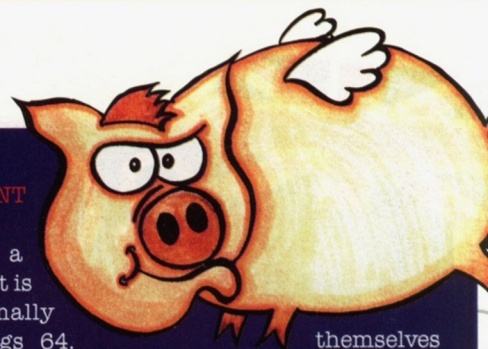
take any of the Sony PlayStation stock and put back two Sega Saturns that they had stolen the week before!

### N64 STARTS CRIMEWAVE PART TWO!

Apparently, even THE Games themselves are not safe from this crime wave. A northern based mole told me a sad tale the other day about a recent false fire alarm that was sounded at THE's warehouse in Stoke. Upon returning into the building, staff found that several N64 hardware units were missing. The next day, eagle-eyed THE security guards spotted a small ad in the local paper. It read 'N64 for sale. £100. Brand new. Unwanted competition prize'. Having phoned the number, the guards went round to the address given, where they found a shame faced employee of the warehouse. I bet he was well gutted, unconsole-able even!

### THE PRESIDENT WORE RED

We have heard of a sick little cheat that is built into the normally soothing Pilotwings 64. First you have to achieve a perfect score on all the missions with all the vehicles. Now go to the character select screen and you will notice Hawk's name has changed to Oswald. Select Oswald then choose the Gyrocopter and enter mission one, stage two of USA Island. Go across the Golden Gate Bridge and enter the city by the west. You will notice the words 'Grassy Knoll Highway' written in the tarmac by the petrol station. Follow this road into town and you will see a black presidential car going slowly down the road. A man and a woman are sitting in the back, waving to the crowds who line the street. Basically, you have ten rounds to try to gun down the guy in the back of the car. I'll let you work out for yourself what this is supposed to symbolise. I can only imagine that this twisted sub-game was put in by bored programmers to amuse



themselves and was inadvertently left in the final version.

### HE SHOULD KNOW!

We hear that a highly regarded Japanese programming expert has had the sheer audacity to dare criticise the undisputed game of the century, Super Mario 64. Apparently, he has been quoted as saying that SM 64 only utilises 60% of the N64's power and even hints that some of SM 64's programming is lazy. Who is this guy and how has he managed to escape the wrath of the Nintendo Ninja? Well actually he's Mario's creator and lead SM 64 programmer, Shigeru Miyamoto. So he can say what he blooming well likes!



# WIN

# COMPETITION



It's not often in life that you get rewarded for telling a pack of lies (unless you are an MP in an election campaign) but that is exactly what our competition is all about. You could win an N64 by doing the following: Send in either a rumour, a scandalous story or a tasty piece of gossip, which can be true or false or maybe even a half truth that has been embellished to give it extra spice. Your stories must be somehow related to the video games industry and no more than 200 words long. Any supporting photos/artwork/readers' wives shots will improve your chances. Send your entries to: Quay Magazine Publishing, 64 extreme (Exlies Competition), Quay House, The Quay, Poole, Dorset BH15 1HA. Alternatively, e-mail your entry to: [exlies@quaynet.co.uk](mailto:exlies@quaynet.co.uk).

All entries should be received by 31st May 1997. The Editor's decision will be final whether he is sober or not.

## EX, LIES AND GIVE AWAYS!



# FIFA 64

SoCCer is fASHionable ag\_A in, So the best soccer game on the most poWErful hoMe conSOle in thE uNivErse will surely cLEAn up.

Will **FIFA 64** be thAt gaMe? Will Spurs win a troPhy thIS year?!



well. Why? Well, FIFA is a known and trusted brand name to a lot of people who will buy it because of its license. In much the same way, movie licensed games used to sell strongly. This was because Joe Public would see a game of the latest blockbuster film and trust that the game would be of the same quality as the film. Big mistake, film licensed games usually stunk because

Dodgysoft Incorporated spent so much money on the license, there was none left to develop a decent game. Thankfully, people have wised up to that scam and are much more discerning nowadays. So, I think we

can assume that the FIFA series success is down to three elements: bloody good marketing, loyal fans who will buy it every year regardless and the fact that the public recognises its brand name and deems it a 'safe purchase'.

The FIFA Soccer series of games are truly a law unto themselves. Generally, when a game gets a universal slagging from the games press, it is doomed before it is even released. Not so with FIFA, despite poor reviews for FIFA 97 on PSX and PC, it still sold phenomenally



► I've been warned about dodgy geezers like him, who hang around on corners!



► One of the Gunner's special corner kicks coming up.



► There are lots of madcap celebration routines to enjoy when you score.



► Some players are a good likeness of their real life counterparts, like Arsenal's Denis Bergkamp, shown here.

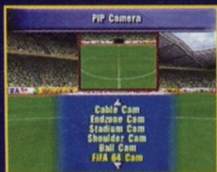
IF YOU ARE A FAN  
OF A CERTAIN  
TEAM, THIS ADDS A  
NEW DIMENSION  
TO THE GAME AS  
YOU TRY TO GUIDE  
YOUR SIDE TO  
GLORY.

**W**hen first released, FIFA Soccer totally redefined console soccer games, wowing gamers with its TV style presentation, sharp graphics and realistic sound. That was 1993 and the series since then has lost a lot of its shine for various reasons. Firstly, many gamers object to the fact that EA have rehashed the same formula, making in some cases only superficial improvements to each annual instalment. Secondly, many people had a real problem with FIFA's controls and complained about not feeling in control of the action. None of this, though, has stopped it selling by the truckload every Christmas for the last five years.

# FIFA 64



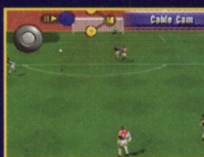
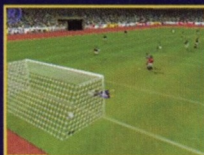
## TAKING THE PIP OUT



## OF THE CAMERA ANGLES!



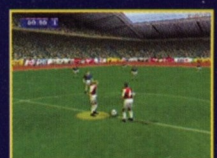
A welcome inclusion in FIFA 64 is the PIP option, PIP standing for Picture-In-Picture. Instead of using a small radar map to see where all of your players are positioned on the pitch, you can



select a mini screen to show you the field in front of the action, which is displayed in the top right of the screen. You can even select which camera angle your PIP screen is using. It does take a bit of getting used to, but once you're comfortable with it, you'll find that it really helps you to string your passing moves together. For traditionalists, there is also the standard radar available. As in most sports games, there is a vast range of camera angles available. EA pioneered the multi camera system and for FIFA



64 there are eight to choose from, including an exclusive 64 Cam. The most spectacular camera angle is the Ball Cam, but playing from this perspective is a nightmare, even experienced players will turn in dismal West Ham-like performances, simply



because you can't see enough of the pitch to be able to pass the ball accurately.



► Guess what, it's a free kick.



► Amazingly, England are quite a handy side in FIFA 64. This must be a pre-Hodde team.



► Check out the new 64 Cam viewpoint.

Right, FIFA 64 is here, so what's new? Well, not a great deal frankly. There is a new Picture-In-Picture facility (see boxout), some new camera angles and the players have been slightly beefed up. That, I'm afraid, is it. In fact, some elements are worse in FIFA 64 than they were

Example: Motson - "What a fantastic save", Gray - "Och, the goalkeeper has had an absolute nightmare!". Obviously FIFA 64 being cart based has meant that EA have had to compromise on the audio side of things. The crowd sound is OK, but wherever they took their samples of chants from, it definitely wasn't from a British crowd.

The graphics and animation don't seem to have greatly benefited for being on a 64 bit console. To be honest, the screen update is poor enough at some points to make the action a tad jerky. The in-game options

## Despite poor reviews for FIFA 97 on PSX and PC, it still sold well.

in FIFA 97. The commentary has been horribly chopped down to the point where none of the teams or players are mentioned by name. Des Lynham sets the scene with one line and then John Motson and Andy Gray take over for the match commentary. At times, they actually contradict each other.

have some good and bad points. When you are either first learning the controls or perhaps playing as a crap team such as Tottenham, you can set your joystick onto a novice/simple setting. This setting will make passing an easier task, because the CPU will assist you and will be more lenient as

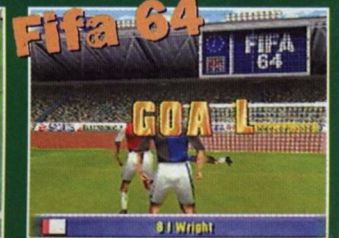
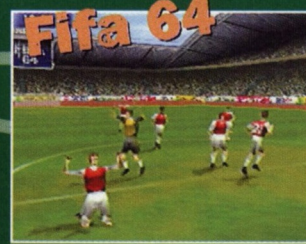


► The net nearly bursts with the power of Ian Wright's shot against poor old Chelsea.



# FIFA 64 V J-LEAGUE THE FINAL SCORE

Well, I expect you have seen the review scores we have awarded both games and have sussed out for yourself which game is the winner of the N64 soccer shoot out. J-league Perfect Striker looks and feels like a true cutting edge, next-gen, 64 bit game, but sadly FIFA 64 could easily be converted to the PlayStation or Saturn without making any compromises and just hasn't taken that big step into the 64 bit world. That, as far as I'm concerned, is what it is all about. We pay a premium price for our N64 software and are entitled to expect a premium quality game that could not be done on any other format. J-League is superior to FIFA in nearly every respect, it has a better control method, better graphics, better options, it's just better. One of the departments in which FIFA 64 does score over J-league, is the variety of teams you can choose from. I understand that when J-league is converted into International Superstar Soccer 64, all the teams will be national sides. FIFA allows you to select from a dizzying array of both national teams and club sides. Also, all the real players' names are there for added realism and EA have tried to make the relevant players look like their namesakes. This to many soccer fans is important, I personally enjoyed playing FIFA 64 a heck of a lot more for being able to play as my beloved Arsenal. It made me care that much more about the outcome of each game, making it more satisfying when I won than it would have if I was playing as a national side consisting of made up players. Of course, many people are like Saul (who reviewed J-League) who couldn't give a 'monkey's arse' about football and won't care about such details.



to how accurate you have to be when passing the ball. This can be switched off by selecting semi-pro/complex, which will disable the computer assistance. One of the best things FIFA 64 has going for it is the FIFA license itself. This means you can select to play as both national and club sides which feature all the real players. If you're a fan of a certain team, this adds a new dimension to the game as you try to guide your side to glory. I am a big Arsenal fan (no comments, please!) and I found the game a far more interesting proposition by having the likes of Bergkamp and Wright at my disposal, who actually look and play like their real-life counterparts. With this in mind, I can't believe EA still haven't included a facility to save your players' stats throughout a season. Statswise, all you get in season mode is a league table after each game and other scores from around the league are flashed up on screen. Since there is a save game facility built into the cart, as well as being memory pak compatible, this just smacks of laziness. It would be unthinkable not to have players' stats in Madden Football or the NHL series, so why none in FIFA 64?



J-league also annoyed me in four player mode for the sole reason that the symbols beneath the feet of each player (that indicates who is controlling which player) are the same colour and look too similar to each other. If there are two, three, or four of you playing against the computer, it can get very confusing. In four player FIFA 64 each player has his/her own colour, making it clear who's who. A small point, I know, and one that may well be ironed out for ISS 64, but it did spoil the four player J-League experience for me. Another department that is impossible to judge at the moment is the sound, because J-league's audio will be completely changed when it becomes 'westernised'. As it stands, J-league has an excitable but entertaining Japanese play-by-play commentator and nice crowd effects that are generated by Konami's newly created Response Sound System. FIFA 64 on the

other hand has pretty poor commentary by today's standards which doesn't even mention teams or players by name.

So there you have it, no extra time or penalty shoot-out is needed. In my considered opinion, if you're going to buy a soccer game it should be International Superstar Soccer 64. I recommend that you wait until ISS 64 comes out officially in June or if you have an imported machine, wait for the US release. I wouldn't get the Jap import just because of the baffling Japanese options and the fact that you can only play as the rather unexciting J-League teams.



► Insert your own fart gag here!



► Somehow the over-rated Italians are the best European side in FIFA 64.

The controls are fussy and awkward and trying to tackle the opposition is





► Oh! Ref, get your fat arse out of the way!

Fifa 64 can produce an exciting match, especially in multi-player mode, but it doesn't use half of the N64's capabilities. This makes me wonder if EA have just tarted up the 32 bit version of FIFA 97 and put it on a cart in a cynical attempt to cash in on early N64 sales. Buy J-league if you want the best N64 soccer game.

Saul



► Just like real life - Blackburn are the ugliest side in football!

way too difficult. Something that really annoyed me was how easy it was to get your strikers sent off. When you press the B button to make your player shoot and your finger lingers on the B button for a fraction of a second too long, your control pad will revert to defensive mode. Unfortunately, the B button in defensive mode (when you don't have the ball) is used for sliding tackles. Time after time, I was shooting from just inside the penalty box and the moment the ball left my player's foot he would launch himself into a sliding tackle on the goalkeeper, catching

**I had four of my players suspended, which started to seriously hinder my progress.**

him in his midriff and resulting in my player being sent off, worse still being banned for the next two games. After playing over 20 games in season mode this was still happening to me on a regular basis. Ian Wright was sent off four times in 20 games. No

sooner had he come back from suspension, than he would bang in a hat trick and then be sent off before half time. Now, I know many people will say that that is typical behaviour for the God-like Wrighty, but believe me, it happens frequently, regardless of the player! At one point, I had four of my players suspended, which started to seriously hinder my progress. This flaw really aggravated me and should have been picked up at the game testing stage.

I expect that some of you may be surprised that I have given FIFA 64 an overall score as high as 73% after all

my moaning about its shortcomings in this review. The reason FIFA 64 deserves 73% is because, despite everything, it is still an enjoyable soccer game to play. I have played it for three solid days and must admit it has given me a good deal of fun. So it

## YOU'RE THE BOSS!

As in previous FIFA games, you can customise the way your team plays to a great degree in the Team Management screen. It is pretty vital that you do address this screen before you start a game because each team has a default set



of playing styles. For instance, some joker has set Arsenal's default team strategy to All Out Defence. Very funny! Apart from choosing your team's strategy, you can set up your formation

and select your starting 11 from your squad, and even individually adjust each player's position on the field. One criticism I have is that, if you are playing a season, your settings and selections are not saved, which means you have to go through the rigmarole of making your adjustments to your team every single match. This could have been avoided if only the programmers had given it a little more thought.

doesn't deserve to be relegated to the sub 50% hall of shame. It is, though, a huge missed opportunity by EA who could have really shown what can be achieved on 64 bit hardware. Shame.

Pete ■

Published by: Electronic Arts  
Release date: Out now!  
Telephone no: 01753 549442 RRP: £54.99

## SCORES

**graphics** 70  
The players look a bit weedy and at times the action is jerky and blurred.

**sound** 60  
Pretty grim. The commentary is far inferior to the 32 bit versions (probably due to memory demands), the rest is pretty average.

**gameplay** 72  
Awkward controls, but once mastered the gameplay can be enjoyable.

**lifespan** 85  
Lots of different playing modes and multi-player options should keep most soccer fans happy.

**overall** 73  
FIFA 64 suffers from the same afflictions as the rest of the series, namely, a fiddly control method and a feeling that you are not entirely in control of the action. It is also guilty of being far too similar to the recent 32 bit versions. It is not without its charms though and is playable enough once you get to grips with its awkward controls.



PLAYING BLAST  
CORPS HAS  
BLURRED MY  
CHILDHOOD  
MEMORIES AND ALL  
I WANT TO DO  
WITH HEAVY  
MACHINERY NOW IS  
DESTROY THINGS!

Let's face it, if Rare had decided to make Blast Corps a straightforward destruct-'em-up, it would have been a little shallow. So to give the basic

**You get to use it in a chaotic and blatantly destructive manner.**

15 Issue 2 • May 1997 **extreme**





► These two shots are of the same area. There are two schools of thought on how to tackle it though. Firstly, you can slide your way around the barn or secondly, just plough your way through it. The choice is yours.



► Here's the famous Blast Corps driving over a rope bridge shot just to comply with European regulations.

got the game licked. It's not until you come up against the first nuclear truck stage that you realise that Blast Corps mutates from a superb brainless git type game into a real thinking man's game. Once the real puzzle element comes into play, Blast Corps takes on a whole new slant.

From finding the right vehicle for certain tasks to locating certain objects, such as bomb blocks, this game will have you pulling your hair out at times. In fact, I've already had to borrow one of Pete's old syrups and that's just after a week of play. The great thing about the way the puzzles are implemented is that, even though you're getting completely wound up by it, you know that the solution will come soon. Unlike some games, where you'll come up against a brick wall and that's it for weeks, the solution to the teasers in Blast Corps are always just around the proverbial corner,

you just have to use your noodles. As a balance though, there are several levels which do involve just simple and mindless, destructive malarkey. These levels are always a welcome sight after spending three hours on the previous level. Don't get me wrong though, some of these levels are extremely tight timewise and they're not always completely straightforward. After whipping one of these non puzzle levels, you'll be feeling completely refreshed and ready to take on the next brain bending one. There are usually four or five levels open to you at a time although a few of these may be bonus levels. All completed levels can be revisited and once you have completed the open levels, another batch of progressively difficult ones will appear, after a short visit to the Blast Corps academy for your commendation, that is.

Completing a level will result in you being given a certain commendation

which give a great initial idea a superbly polished and deeper finish.

Talking of the idea, I'd better explain what's going on, hadn't I? A truck carrying a nuclear device has been rendered uncontrollable by the loss of, well, its control system. Basically, the truck cannot turn or stop unless the controls are reactivated from another mobile unit. The world is on a one way course to certain destruction if the truck collides with any solid object, which is where you come in. As a member of the elite Blast Corps, your job is to clear a path for the truck using any means and methods necessary to achieve your objective. If this means flattening an entire town to make a path for the truck then so be it. Anyway, the insurance companies will pick up the bill! Once you have smashed your way through the masses of potentially lethal buildings, you have to locate

the control truck and jump in to disable the oncoming nuclear holocaust.

Sounds easy really. Well, at first it is. Getting used to the controls of all the initial vehicles won't take you long at all and you'll soon be flying around the time attack levels thinking that you've



► The awesome destructive power of missiles on totally innocent buildings. What fun.



► Yeehaaaa! Or something.



► ...and just behind the bushes we can make out the lesser spotted nuclear catastrophe waiting to happen.



# TOOLS OF DESTRUCTION

The variety of vehicles in Blast Corps is staggering. There are eighteen in total and each one has its pros and cons, although some of them are far better than others. You won't find every vehicle on every level, only the ones that are needed, but keep your eyes open for the hidden rides.

## BUGGY

The buggy is very nippy and, with the inclusion of a recharging turbo, it's one of the fastest vehicles in the game. Don't expect too much destructive power from it though as you'll be disappointed.

## BULLDOZER



The bulldozer is the most destructive machine you'll come across in Blast Corps. It will take any structure out with ease including some of the bigger skyscrapers. In fact, it makes even the strongest structure look as though it's straight from the set of Prisoner Cell Block H. Its down

point is that it's extremely slow but its turning circle and pure destructive power make up for this.

## DUMP TRUCK

For a heavy vehicle the dump truck is actually quite fast. The power of this vehicle has to be harnessed in the form of a power slide. Try ramming a building straight on with the dump truck and you might as well have been using the buggy. Once you have the power slide off to a tee though, you'll be in control of a hurtling ten ton building buster.



## BOYED UP SPORTSTER

If you could get close enough to this one, you'd probably see a set of furry dice and a 'Kev 'n' Sharon' sticker in the windscreen. Having said that, it's no mark one Escort with alloy wheels, in fact it's one of, if not the fastest car in the game. Watch



you don't hit anything with it though, you don't want to crumple those wide wheel arches do you. Added bonus: This is the one with the Dukes of Hazard car horn for all you old fogies out there.

## MILITARY BIKE

This two wheeler has the advantage of two missile launchers strapped to it. The explosive power of these weapons is enough to take out most structures in the game but the ammo is limited, so use it wisely. The bike is quite fast and it can turn on a dime. Oh, and it also does wheelies. Cool.



## POLICE CAR

This is probably the worst vehicle in the game. It's slow, heavy and cumbersome. It's not even that destructive and its only redeeming feature is the siren which is a bit crap anyway.



## RED SPORTSTER

Sporting a kitsch Starsky and Hutch stripe down one side, this car is another of the powerhouses, under the bonnet anyway. Don't expect to be ploughing through farm houses or K-marts in it. For getting from A to B though this, along with the other sportster, has to be your first choice.



## THE 'A' TEAM VAN

What can I say? Black, red and very mean looking. Driven by BA Barachus, this has to be the most famous van in history alongside Trotters Independent Traders' three wheeler, that is. Once you've found this van, it's yours to use in any of the time trial or bonus levels.



## ROBO SUITS

Alongside the terrestrial vehicles, there are also three robo-suits at your disposal. The destructive power of every robo-suit is phenomenal, although they may take a little getting used to. Here's a closer look...



### J-BOMB

The J-Bomb is probably the best and easiest to use robo-suit. It's a huge yellow contraption with twin jets on its back which allows you to soar to the sky. Once you're over your target, cut the engine and smash whatever you land on to thousands of tiny pieces. I can't explain the awesome power of this machine properly here, you'll have to try it to find out.



### GYMNAST ROBO-SUIT

This one looks like the J-Bomb suit but works in a completely different manner. To destroy a building, you have to run at it and press the fire button. The robo-suit will now complete a series of spectacular flips and somersaults that, if timed correctly, will devastate anything in its path.



### ROLY-POLY ROBO-SUIT

This huge silver robo-suit will take out any building you point it at by tumbling into it. It's nowhere near as powerful as the other two suits, but once you get those roly-poly's going, most buildings don't stand a chance.



## ROLLING DEMO

The only way you can really grasp the original gameplay of *Blast Corps* is to play the game yourself. Simple as that. Just to give you an idea though, we've gone through one of the trickier levels just to show you how it all works.



1. At the start you'll find yourself on the edge of the Docklands, in control of the devastating military bike. Collect the missile packs then set about blasting the multi coloured crates to smithereens.



2. To the left, you'll see a way down off the cliff but the bloody bike won't fit through it. What do you do then, look for another way? Try and blow your way through? No. Simply get out of the bike and do a runner over to the bulldozer.



3. Once in the bulldozer, it's time for some serious crate smashing action, so clear the remaining crates from the path of the truck. In front of where the bulldozer was parked the road is blocked by some heavy duty metal and if you don't move it soon, the truck will collide.



4. What to do then? To the right are a load of bomb blocks which should clear the way. At first, you'll try to move them around one by one but then you'll notice the crane. Leave the bulldozer and jump into the crane, lower the platform and use the bulldozer to move a block onto it.



5. Now move the platform with the bomb around to the centre of the metal block and drop it onto it. The path is now cleared for the time being but make sure you get around there before the truck, otherwise you'll have to follow it, which means losing a lot of time.



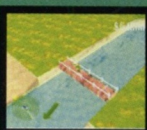
6. The next section involves you filling holes in the ground with concrete blocks but not every block can be found immediately. Instead of using the angled block in the angled hole next to it, use it in the hole to the right, behind the buildings. This will allow you to find two more much needed angled blocks.



7. You'll find the last block after smashing your way through the huge red gas tanks. Fill the hole then take out the small refinery next to it. The path is clear for a while now and you have a little breathing space.



8. Drive over the first barge and head down the green until you see another one. Park the dozer on the second barge and run across to the third one. Jump into the cabin and take it up the canal as far as you can.



9. Run across the bridge and down to the second barge which you should again take up the canal. Now jump in your dozer and go to the first barge. Take it down the canal as far as possible and you'll find a bomb on the dockside. It's about now that things start to get really hectic with sirens blaring and the slightly worried driver shouting at you. Don't lose your cool!



10. Push the bomb onto the deck and take it back up the canal. Position the barge in the path of the truck then use the bulldozer to push the bomb across all three barges and into the huge building at the end. Once the building has been cleared, all you have to do is jump in the control truck to save the world. Simple. Not!

As you can see from the above, *Blast Corps* is an extremely complex game. Rare have included a lot of red herrings and you'll often find yourself barking up the wrong tree. We haven't included this as a guide to get you through the level, just as an idea about how the game works, so when you do finally get to play *Blast Corps* don't come back to this as it will only ruin the fun.

instance, on one of the levels you'll find a communication point hidden on a ledge high up on a cliff and another on a lone island far out to sea. However, on other levels you'll find the communication points right out in the open, next to the road. There are more hidden ways of opening bonus levels and scoring bonus cash, such as the metallic silver balloons that I came across on one stage. There I was, skimming across the water in my J-bomb suit and all of a sudden there are five glimmering balls bouncing up and down on the ocean. 'What do I do with these?', I thought to myself. Destroy them, of course, so destroy I did, only to be awarded with a huge cash bonus.

The bonus levels themselves involve completing different tasks, usually against the clock. A good deal of them are straight forward time trials but some of them will have you destroy a certain number of buildings or lighting all the RDU's on a level. One of the bonus levels reportedly even takes the form of a Pacman game where you drive around a maze in your bulldozer being chased by spooky JCB's. The point of all these bonus levels is that, once you have completed every level on the game, there is one final task for you to perform. Finding six hidden scientists will take you to the final encounter, which comes as quite a surprise. Once you have completed this level, which involves a space shuttle instead of a nuclear truck, there's still more left for you to do. Now each area becomes a time trial mode where you try to beat the scores of some of Rare's finest players and believe me, this is tricky.

depending on how well you did. There are three commendations to start

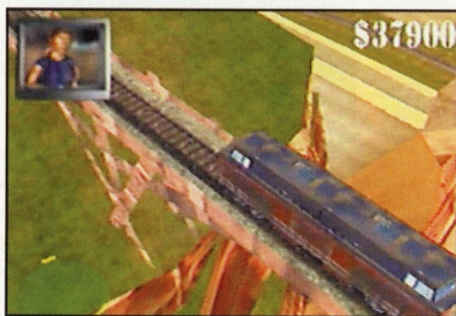
with, bronze, silver and gold, but once you have got all of these there's

another one for you to aim for. To get the extra commendations you have to destroy every single building and light up all of the RDU's (Radiation Dispersal Units) on a level. The more special commendations you get, the more game secrets you'll find out about. By the way, there are a

hundred of those RDU's I just mentioned on each level. Apart from guiding you over a very broad path, they also help to open more of the game's secrets.

The bonus stages I've mentioned already make up nearly half of the sixty levels in *Blast Corps*. These levels are activated by finding the communication points on one of the main levels. The communication points look like small satellite dishes and some are hidden away in extremely awkward places. For

There's a plethora of vehicles at your disposal in *Blast Corps*, although not all of them are available at one time. Certain levels involve particular vehicles and there's no way that you can complete a level by using just the one vehicle. Different vehicles are better at certain jobs, so combining them is a necessity to get anywhere in *Blast Corps*. To change a vehicle you actually have to jump out of the original one and run over to the next. Some times this involves running huge distances to reach a vehicle that can



► *Blast Corps* is a train spotter's delight.





► Visit the academy every time you lick a batch of levels.



► What's this on the back of the train then?

only be got to on foot. There are seven main vehicles which range from the extremely powerful but slow bulldozer to the ridiculously fast but weak buggy. Alongside the tracked and wheeled vehicles there are also three robo

environments have their own unique feel and style and with this much variety it never feels like you're going over old ground.

Soundwise, Blast Corps is probably the best yet on the N64. Every vehicle has its own engine noise and there are plenty of amusing sound samples that always raise a smile. Hitting the right shoulder button whilst in control

Corps is a joy to play and watch with its blend of mindless destruction and frantic puzzle action. With explosions to die for and gameplay in the premier league, Rare have delivered the goods and given the N64 a new game playing experience. If you're the type of games player who enjoys a bit of mass destruction (lets face it, who doesn't?) and you'd like it with a brain teasing topping, Blast Corps is the game for

## There's a plethora of vehicles at your disposal in Blast Corps although not all available at one time.

suits for you to try your hand at. You even get the chance to drive a train on a few of the levels. There are also plenty of hidden vehicles including the 'A' Team van which makes a welcome appearance. The vehicles are all well drawn and the control of most of them is easy to get to grips with.

Visually, Blast Corps is a real treat. Eye candy addicts will be well and truly satisfied with the rendered landscapes and buildings that serve only one purpose - to be destroyed. The explosions are absolutely superb, ranging from minuscule puffs of smoke to the magnificent, 'I've just dropped a match in a swimming pool full of rocket fuel' type blasts. The explosions appear in many different colours and it's not often that you see the exact same explosion on the same level. I'm glad to report that, even with such excellent graphics, the glitching is kept to a minimum. In fact, for the whole time I was playing Blast Corps I only noticed one glitch which in itself was very minor. The real icing on the Blast Corps cake is the variety of the levels. They take place over many different landscapes including docklands, small farming towns and sprawling cities. All of the

of the 'A' Team van will prompt BA to growl, "Outta my way" and there's even a Dukes of Hazard horn on the jazzy sports car that really takes you back to the '80's. If the truck looks as though it's about to crash, the driver will appear and say, "you running away" and at certain points in the game a female team mate will appear and give you some much needed encouragement. The music is also quite funky with plenty of little ditties bouncing along in the background although you won't find any chart topping material here, pop pickers.

It's hard to find fault in Blast Corps, although if I had to I would probably say that it might not last you as long as it should. As I have already mentioned, the puzzles are fiendishly hard but once you're on the right path, you'll soon have it sorted. It will take you some time to get a gold commendation on each of the sixty levels but it doesn't take long to actually get access to all of them. There are plenty of hidden extras in the game and the time trials at the end will give the game more longevity. If the game had the longevity of Mario 64 or Turok then Blast Corps would have been up there on a par with the best

you. In fact if you're not this type of games player at all, I still reckon you're going to love it, so just do the right thing, go out and buy it!

**Saul ■**

Published by: Nintendo  
Release date: 2nd Quarter 1997  
Telephone no: 01827 880810 RRP: TBA

## scores

**graphics** 94

As good as they get at this stage of the N64's life. Blast Corps contains the most spectacular videogame explosions you have ever seen and is worth getting, simply to behold this sight alone.

**sound** 90

In my opinion, some of the best sound effects on the N64. The music's not bad either.

**gameplay** 94

Highly entertaining and original. The puzzles can be ridiculously frustrating at times but this only makes the satisfaction greater once you have solved them. Superb!

**lifespan** 88

This one I'm not too sure about. There are 60 levels and more for you to find and beat, yet I still can't help thinking that it may be over too soon.

**overall** 94

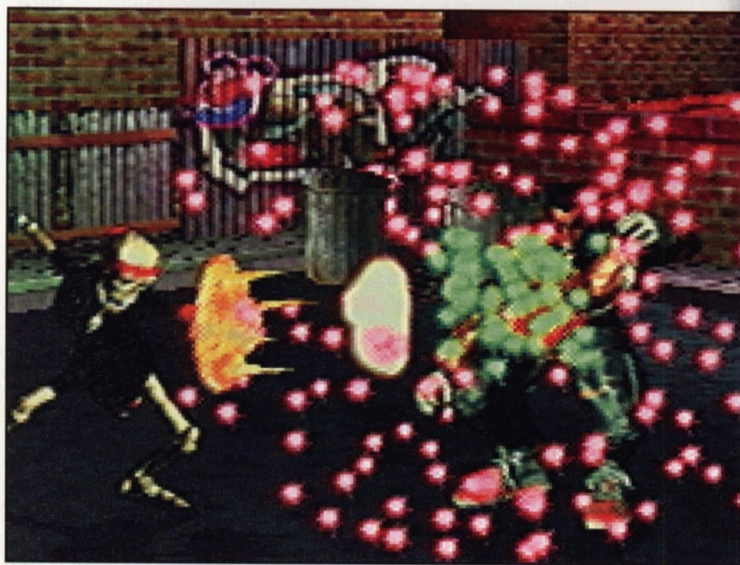
Playing Blast Corps is like a breath of fresh air. It's original, it looks great, it plays great and it even sounds great (well nearly). Blast Corps comes in a very close second to Mario and Turok and we can only recommend that you put it at the top of your list of wants.

With nervous breakdown inducing puzzles and adrenaline pumping action, Blast Corps is one of the best and most original games I've played in ages. Try it and you'll agree.

Dazza

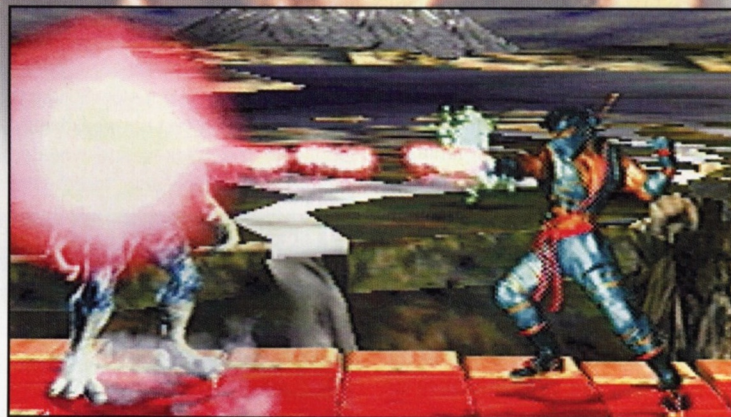


# Killer Instinct Gold



► It's amazing what you can do with a dustbin lid!

**"Kickin' my mates' asses on Killer Instinct!", said a freaky kid, when asked what's your favourite past-time.**



► Bubble gumtastic.

EVEN MY SWEET,  
SWEET MOTHER  
TURNS INTO A  
BUTTON BASHING  
NUTTER WHEN  
FACED HEAD TO  
HEAD AGAINST  
HER ONLY SON.

If you'd walked into an arcade two years ago, grabbed the nearest pubescent kid and ask him what his favourite past-time was, he would have said - apart from watching Baywatch naked - "kickin' my mates' asses on Killer Instinct!". Yes, you can't deny it, beating a friend at any game gives you that warm Ready Brek feeling

**Beating a friend at any game gives you that warm Ready Brek feeling.**

- everyone loves to do it, it's addictive, it's fun, and you can't catch anything from it. You know it's true! Even my sweet, sweet Mother turns into a button bashing nutter when faced head to head against her only son, on a video game she's never even heard of.

Why does this competitiveness relate more to Killer Instinct than other video games? Well, up until two years ago you could spank yer buddies'

butts, but not with the ferocity your mind could imagine! You could rip off a few heads, rip out a few spines in Mortal Kombat but that was very quick, and you really wanted something longer to completely humiliate your companions. Then it arrived! Beauty and the Beast rolled into one - the combination moves of Killer Instinct! Kids could now 'finish

off' their opponent, not only with a fatality, but a combination of moves stretching as high as 70 hits - leaving the loser slumped in a pool of depression and drool.

This arcade game was also unique due to the fact that the motherboard is, in basic nature, an early N64. After the arcades, it was the turn of the Super NES to feel the wrath of Killer Instinct - it sold bucket loads. Killer Instinct 2 has hit the arcades, and its brother Killer Instinct Gold has hit the N64.

**LIVE AND LET DIE**



Here's a little glimpse of those opprobrious fatality moves. Inflicting one of these on a mate gives you the right to sleep with his girlfriend!





## KILLER CHARACTERS

### Totty



#### Kim Wu

She is the youngest out of the three girlie characters, and unfortunately the one with the most clothes on. She's been appointed the peoples' guardian, as she is a descendant from the heroes who initially outcast Eyedol and Gargos.

### Orchid



The brunette bombshell from Bombay, sports a lovely green outfit and large hooped earrings. She destroyed Eyedol, releasing a huge mass of energy and making Ultratech flash back in time.

### Maya



Definitely my favourite babe out of the three. This Amazon queen was vanquished from her kindred after Gargos returned (I personally would only vanquish her from the kitchen to the bedroom!)

### Blokes



#### Jago

Muscle bound men, don't you hate them! Tiger Spirit, Jago's one-time master, betrayed him. This upset Jago, making him swear that one day he would find him and slap the back of his legs.

### T.J Combo



This one-eyed geek tried to destroy Ultratech HQ after beating Riptor in a tournament. Slammed back into the past with Ultratech, he must return before it's too late (for dinner).



#### Tusk

This Gladiator misfit enjoys wearing only a tight thong to expose his tree-trunk thighs, and to heighten his already pansy voice. Apart from frequenting the Blue Oyster bar, he strives to defeat all his adversaries to face the evil Gargos.

### Freaks



#### Fulgore

The original Fulgore cyborg was destroyed by Jago, but his heir is a considerably deadlier and faster (and shinier!), and wants revenge. Ooohh, nasty!



#### Glacius

Developed by Captain Bird's Eye and frozen by Iceland, this being must now release his stranded relative captured after slaying a Fire Being.



#### Sabrewulf

Hairy, smelly, and having bad breath, this creature finds it very hard to find a lamp-post to urinate against. Ultratech's 'repairs' on him, have sent him insane - he now thinks he's a cat.



#### Spinal

This once renowned fatty has refused to eat since having digested a dodgy curry from his local Indian. Since that fatal day, he has turned into a bag of bones - this made the charitable Gargos resurrect him and force him to serve under him. Kinky!



► 'Yer dinner's in the dog'.

area, for example combinations, counters, autodoubles. TOURNAMENT, similar to the Arcade mode but records your statistics.

Games players either love or hate this title. Many will say that you only have to tap the buttons as fast as possible to win, but a true KI fan will completely disagree - I personally sit on the fence with the cat and soak up the sunshine. You can get quite far playing a CPU opponent by just hitting the buttons and wiggling the pad, but if you used that technique against a human opponent that knew only a handful of moves, you'd probably last about 30 seconds. It's fast and furious, and that's what many people look for in a fighting game! And Killer Instinct fans will buy this just because it's Killer Instinct! It's definitely better than Mortal Kombat Trilogy, and until a decent 3D fighter appears in the N64 market, this will probably sell quite well. **Dazza** ■

Published by: **Nintendo**  
Release date: **2nd Quarter 1997**  
Telephone no: **01827 880810** RRP: **TBA**

## scores

**graphics** **87**

The backgrounds are brilliantly detailed, but the characters are very slightly blurred.

**sound** **85**

Exactly the same as the arcade!

**gameplay** **80**

Great fun when playing a friend, but the skill factor still smells slightly dubious.

**lifespan** **85**

It will keep going as long as you have friends to play against you.

**overall** **82**

There will be better fighting games available shortly, but you can't deny that the large amount of combination moves appeal to almost everyone - even if you do only accidentally pull one off by pressing all the buttons in a strange devil-like ritual!



► Flaming armpit, bum stare move.

Rare have tried to squeeze the entire coin-op onto a 96-meg cart, which obviously meant concessions. The anti-aliasing has been turned off in order to keep the frame rate up, and the animation frames have been sliced by about 10%. Also, all of the Full Motion Video has been left out. On the plus side, there is more colouration in each of the rendered fighters, improved transparencies, unruffled scaling and various camera views. The backgrounds have been refined to increase colour and detail, making them look even better than the arcade! The soundtrack, speech and sound

effects are undiminished, seeming to be cleaner and more pronounced.

There are seven gameplay modes in Killer Instinct - ARCADE, this is the closest you'll get to the arcade version, strangely enough. Beat your way through the competitors to face Gargos - ugly git! TEAM PLAY, here you're able to recruit a crew of up to 11 players to fight an opposing squad controlled by either the CPU or another Killer Instinct guru. TEAM ELIMINATION, this is very similar to Team Play but you have to dispose of your opponent by undertaking a fatality move. PRACTICE, this allows you to exercise those humiliating combinations on an imitation opponent - ideal for anoraks! TRAINING, here a levitating monk teaches fighting techniques from his hill top dojo (wax on, wax off!). FOCUSED TRAINING, this allows you to practice your moves in a certain

In an all out street fight, KI Gold would whip MK Trilogy's ass, hands down. It's fun to play and a pleasure to look at but I expect more from the N64.

Saul



# Wayne Gretzky's

THE enigmatically nicknamed 'Great One' (Wayne Gretzky to you) had the honour of his 3D Ice Hockey being the first sports game to appear on the N64. So does it cut the ice?

**B**eing something of an American sports buff, I was pleased when I discovered that I was going to be reviewing Wayne Gretzky's 3D Hockey.

I still remember the endless hours of enjoyment I had playing EA Hockey in the early nineties on the Sega Mega Drive. So the prospect of

using motion capture 3D animation, which is both convincing as well as a treat to behold. All the action is viewed using multiple cameras which follow the action across the ice rink. Even the ice rink itself is a graphical treat, using special visual effects such as players' shadows, light reflections and the players' skates leaving a trail in the ice. All this moves at a cracking pace with absolutely no slow-down, no matter how hectic the action gets. There is a veritable wealth of options that feature all the usual season modes which can be saved to a memory pak or, if you aren't 'paking' one, you'll have to make do with passwords.

The gameplay is simple to get into and there are five difficulty settings to ease you along. Thankfully, WG 3D doesn't fall into the trap found in many sports games of being frustratingly difficult to score at first. From the first game you play (against a CPU or human opponent), you will be involved in ten



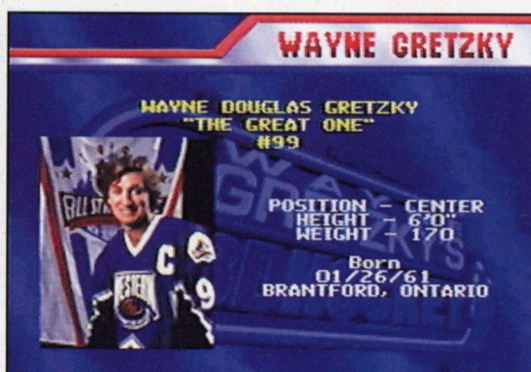
► The NY Rangers are the best team. Gretzky plays for them. Coincidence that!



► The poor keepers take it badly when you score!

goal bonanzas. Invariably the most enjoyable way to play WG 3D is in multi-player mode (up to four players) as all good sports games should be.

So it's a perfect sports game then? Well, not entirely. That irritating git who used to get on your nerves commentating in NBA Jam is back, this time with a viscous case of verbal

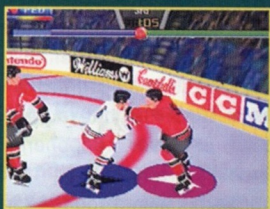


► He's a great one alright!

THE ICE RINK ITSELF  
IS A GRAPHICAL  
TREAT, USING  
SPECIAL VISUAL  
EFFECTS SUCH AS  
PLAYERS' SHADOWS,  
LIGHT  
REFLECTIONS AND  
THE PLAYERS'  
SKATES LEAVING A  
TRAIL IN THE ICE.

a four player 3D hockey game on a machine of the N64's capabilities, was mouth-watering. Let's get one thing straight from the start, WG 3D (as we shall now call it) is by no means a straight forward Ice Hockey simulation. It is an action orientated, fast and fun arcade game, from the makers of NBA Jam. This is the kind of game that is best enjoyed after a Saturday night in the pub with some friends. Graphically, it makes full use of the N64's hardware, featuring polygon generated, texture mapped players that have been programmed

## Get the PUCK out of MY FACE



if you like. Each player/fighter has a health bar above them and stand toe to toe, while the other players crowd around them. The first player, whose health bar is exhausted, will be unceremoniously dumped on his arse while the other fighter gloats over him. Street Fighter 2 it ain't, there are only a couple of moves which are performed by frantic tapping of the yellow C buttons, but the fights are good fun and are a handy way to alleviate the frustration of being on the wrong end of a whipping!







► Pull off a power shot and the puck ignites.



► The force of the power shot knocks the keeper into the back of the net, which then collapses on him.

diarrhoea! One game listening to his hysterical prattle and you will be searching in the Audio Options to turn the volume down. Another thing that worried me was the sudden rise in the skill level of the CPU controlled teams. There I was, narrowly top of the Atlantic division of the NHL after 10 games in Short Season Mode on the easy setting, contesting consistently thrilling close games with my New York Rangers team. When, without warning, the CPU

teams suddenly appeared to have acquired super human abilities. I started to get beaten by embarrassing scorelines and if any of my players had the audacity to get the puck, they were immediately robbed of it and flattened. I couldn't get a sniff! This completely screwed up my season which I couldn't be bothered to finish. Now, I must admit I'm not 100% sure of this because my review copy did not have a manual with it, but I found an old press release about WG 3D and in it it said, "Includes a learning curve based on the amount of games you play". If that means that the difficulty level gets ramped up according to how many games you play and experience you acquire, they should have included an option to turn it off. I was perfectly happy with the difficulty setting I had

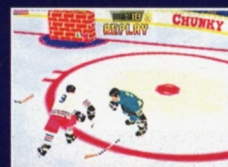
**Wayne Gretzky's actually contributed greatly to the development of the game.**

chosen, thank you very much. If the sudden transformation in the CPU controlled teams isn't down to a built in 'learning curve feature', then it is a straight forward case of the CPU cheating me out of my hard fought divisional title. Jealous CPU's really get up my nose! Niggles aside, WG 3D is still a highly enjoyable game. Maybe I'm just a bad loser. Whatever.

**Zany and over the top special moves are a hallmark of Midway's sports titles. Much like its ancestor, NBA Jam, WG 3D has more than its fair share.**

## THICK AS A BRICK GOALIE!

On certain occasions, just as the opposing player is about to shoot, your goal tender will conveniently turn into a goal sized brick wall. I'm still none the wiser as to how I achieved this, if I did at all, (I'll leave that to dodgy Dave France to worry about when he does his authoritative player's guide for WG 3D in a forthcoming 64 Solutions!) but it is obviously pretty handy.



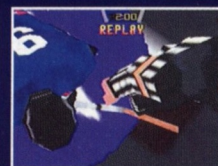
## FLAMING PUCKS!

Players can pull off a special 'puck

of fire' shot. If it succeeds in going in the net, the whole goal will burst into flames.

## NET OVER TILL THE FAT GOALIE SWINGS!

If a player pulls off a power shot correctly, the force of the puck will knock the Goal Tender into the back of his net, which then collapses on top of him!



Unlike the vast majority of sports celebrity endorsed games, Wayne Gretzky's actually contributed greatly to the development of the game. All his skating moves have been digitised and he was personally involved in the design and mechanics of the game.

Published by: **GT Interactive**  
Release date: **2nd Quarter 1997**  
Telephone no: **0171 258 3791** RRP: **£59.99**

## scores

**graphics** **92**  
Great animation on the players and good use of camera angles make WG 3D a bit of a looker.

**sound** **75**  
The usual Ice Hockey mixture of cheesy organ music, grunts and groans and bloody annoying sports announcer suffices.

**gameplay** **87**  
Fast, addictive and extremely easy to pick up.

**lifespan** **80**  
Maybe a bit limited in one player, but in multi-player mode you will be playing this game for ages.

**overall** **85**  
A very polished piece of arcade quality software, which has the emphasis very much on fun. A worthy purchase.

WG 3D is also licensed by the NHLPA, which means all the proper teams, logos and players are in the game, along with the obligatory locker-room full of stats and profiles that American sports games demand. It goes without saying that fans of the sport will flip for this game, but even people who aren't remotely interested in Ice Hockey will still enjoy WG 3D. **Pete**

This is a superb multi-player game which is even good fun on your own, and as far as ice hockey games go, Wayne Gretzky's 3D Hockey has to be the best one. A must for sports fans.

Saul



# Mortal Kombat Trilogy

...2D beat-'em-ups have always been one of the most popular game genres, but with the advent of 64bit technology, do we really need another one?...



Once spent a whole summer playing Mortal Kombat on the Mega drive. That was many moons ago, but I haven't really touched it since. You could call it a case of overkill but I was still happy to give the N64 version a go.

On starting the game, the first thing I noticed was the amount of fighters you're able to choose from. Twenty six in total, with another four hidden characters. With all the old favourites and some newer additions, I had a job to decide who to fight as. So, I plumped for an all time favourite, Raiden, then embarked on my first bout of N64 powered Mortal Kombat.



► Fan-tastic! Ho, ho.

As the match starts the memories came flooding back to me so I pulled off a few of the ol' Raiden special moves. Waiting to watch Raiden launch himself across the screen

was like waiting for a train to arrive on a Sunday afternoon, it didn't happen. Right, I thought, I'm out of practice, so I gave it another go. Same again, Raiden stays still. The

THE GORE IS THERE  
IN ALL OF ITS RED  
BLOODED GLORY  
WITH PLENTY OF  
SICK FINISHING  
MOVES TO  
GRATIFY EVEN THE  
MOST DEPRAVED  
WIERDOS  
AROUND.

## wait for it!



Have you ever bought yourself a new game, only to discover that a short while later a far better game of the same genre is about to be released? Oh the agony, if only you had known. Well that in a nutshell is what our 'Wait for it!' boxouts are for, helping you to make the right purchase.

If you enjoy Mortal Kombat style beat-'em-ups, but are getting a little jaded with 2D fighters, perhaps you will be better off waiting for the release of Wargods. Wargods is a 3D beat-'em-up that is programmed by Mortal Kombat coders, Midway. Outrageous special moves and bizarre finishing sequences are the order of the day here, but there is an almost slapstick feel to the action that makes it great fun to play. Due for a September release, MK fans should start saving now!



## THE SPOILS OF WAR

Defeating Shao Kahn will give you access to his riches, hidden in a treasure chest under his bed. There are plenty of extras to extend the game's longevity and this is where you'll find them. Playing on harder levels will allow you to choose more boxes.

- BOX 1:** Character endings
- BOX 2:** Galaga
- BOX 3:** MK1 Classic Endurance Kombat
- BOX 4:** MK2 Classic Endurance Kombat
- BOX 5:** Random Prize
- BOX 6:** Fatality demo one
- BOX 7:** Brutality demo two
- BOX 8:** Fatality demo seven
- BOX 9:** Noob/Ermac fight
- BOX 10:** MKII Classic Endurance
- BOX 11:** Mega Endurance Kombat
- BOX 12:** Old School Kombat
- BOX 13:** Pong
- BOX 14:** Animality demo one
- BOX 15:** Brutality demo one
- BOX 16:** Friendship demo one
- BOX 17:** Male Ninja Kombat

Now don't get me wrong, **Mortal Kombat Trilogy** isn't a bad game. My problem with it is that I think **Ultimate MK 3** on the Saturn is the best MK game available and Sega's console is only 32bit while Nintendo's is 64 bit, which can't be right, can it?

Pete



► Jonny Cage throws a booger!

third attempt sees Raiden dive at Nightwolf and throw him across the screen. Only three tries to pull off one of the easiest special moves in a world packed full of them. So it was onto the classic eight way direction pad then, which makes the moves much easier to pull off. Using the analogue stick to control the fighters, is like using a high tech laser sight to blow a barn door of its hinges from six yards away!

It's a shame that the analogue control is so dodgy because the rest of the game is about as good as a 2D beat-'em-up can get. The digitised graphics are faultless, if a little tired

The **Mortal Kombat** series is infamous for a number of reasons. Its digitised graphics, the gore and the host of cheats and options available. I'm happy to say that all of these traditions have been kept up. The gore is there in all of its red blooded glory with plenty of sick finishing moves to gratify even the most depraved wierdos around. There are hundreds of cheats and codes to suss out. Also, beating Shao Kahn (the final fighter) to pulp will result in you getting to rifle through his



► Great balls of ice!



► Watch your footing, Raiden.

## Soundwise, **Mortal Kombat Trilogy** holds its own with some piercing war cries and shouts of pain.

looking and the animation is smooth and clear. Some of the backgrounds are excellent with electric storms raging, winds blowing around newspapers along the streets and freshly severed heads speared on precariously placed metal spikes. Graphically, **Mortal Kombat Trilogy** is the best in the series but I expect more from a 64bit machine. This type of game was past its sell by date about three years ago and, although everything looks and runs great, it's still just another **Mortal Kombat** game.

treasure chest for any goodies you may like (see boxout).

Soundwise, **Mortal Kombat Trilogy** holds its own with some piercing war cries and shouts of pain. The sounds of a flurry of punches landing squarely on your opponent's jaw or the squelch of flesh as you stick your opponent with a fatality are duly satisfying.

I've been pulling off special moves for the best part of my life (misspent youth) and I was looking forward to trying a few with the analogue stick.

To find that it was almost unusable was disappointing, but at least the option's there for people who want to persevere. In every other respect, **Mortal Kombat Trilogy** on the N64 is the

best version on any format but then you'd expect it to be. Die hard **Mortal Kombat** fans will love the latest offering of digitised bloodsport, but I can't help thinking, do we really want 2D beat-'em-ups on the N64? Surely there's room for some outstanding 3D

Published by: **GT Interactive**  
Release date: **April 1997**  
Telephone no: **0171 2583791** RRP: **TBA**

## SCORES

**graphics** **79**  
Would have been outstanding on a 32bit machine but we expect more from the N64.

**sound** **84**  
The sound effects are spot on but still nothing special.

**gameplay** **78**  
Fast and exciting but to say we've seen it all before would be an understatement.

**lifespan** **75**  
I'm a fan of **Mortal Kombat** but I won't be playing this for more than a fortnight.

**overall** **77**  
Difficult one to judge, because it's a good game, it's just that the N64 deserves much better.



► 'Do you mind, we were just about to have a punch up'.



# J-League Perfect Striker



► Over here, Gary.

...eAt footBALL, sleEp footBALL, drInk footBALL. BALLs, I say. I've nEver been to a footBALL match in my life and i couLDn't give a moNKey's aRse if Man U or Grimstead won the bLEEding cup. I don't mInD a biT of conSole footBall actiON though...



► We are the Champions!



► The free kick clears the wall with ease, thanks to the new method of taking them.



► Oh, Ref! It was a fair tackle, honest.

IT ONLY AFTER  
SOME INTENSE  
PLAY THAT YOU  
REALLY BEGIN TO  
NOTICE THAT J-  
LEAGUE IS ONE  
OF THE MOST  
PLAYABLE FOOTY  
GAMES ON ANY  
FORMAT.

**M**ajor 'A', the programmers behind J-League Perfect Striker are renowned for being the premier soccer game developers in Japan. They hit the big time after producing the first International Superstar Soccer on the SNES for Konami. After the success of this, Konami were keen to get Major 'A' into the 64bit generation and J-league is the result. Before I continue

After several hours of aimlessly staring at screens full of Japanese text, I have come to the conclusion that J-league has a lot of options. If I had my way, I'd leave it at that and not tell you any more but 'oh no', I've got to explain haven't I. Firstly, there are three main modes of play to choose from. There's a friendly pre-season match, the full J-league or a cup tournament. On top of this you can opt for a practice session, a penalty shoot

can choose to play with up to four friends or simply on your own if you have none. After this emotionally testing screen, it's onto the team selection screen where you can choose from the

**The stadiums are incredibly detailed and all of them have their own particular style.**

though, I'd better tell you that we won't be seeing this game in Europe. Instead, we'll be getting International Superstar Soccer 64 which is basically the same game only minus the Japanese teams and thank god, the Japanese options.

out or an option that lets you take over matches from certain points in the game. I don't get this either, maybe it will become clear when International Superstar Soccer arrives.

On selecting your mode of play, you are taken to the player's screen where you

very best of the J-league teams. Not one of them means anything to me but then I'm not a big football fanatic, so I couldn't care less if I play as Reysol or Arsenal. For those who are worried about this, International Superstar Soccer will have loads of teams that you can relate to. The teams all have





► I scored, I did!



► Man on, man on.

## J-LEAGUE IS INTERNATIONAL SUPERSTAR SOCCER 64 SHOCKER



You may or may not be aware that the European version of J-league is to be called International Superstar Soccer, so don't go looking for J-league in your local game shop, because you won't find it. As far as we are aware, the only changes to be made to J-league will be the teams and the Japanese text. The gameplay will stay more or less the same. Once we get hold of a copy of International Superstar Soccer, we'll give you a updated review with some new scores, if they're needed.

different logos ranging from killer whales to cartoon foxes. I plump for the team with the best looking logo and end up with a bunch who call themselves Reysol and, who I'm reliably informed by the office football freak, are 'extremely good indeed'.

After choosing the best logo, I mean team, it's onto the bewildering tactics and strategies screen. Major 'A' have obviously spent a lot of time trying to make this section of the game as comprehensive as possible and from what I've worked out, they've succeeded. Alongside all of the usual tactical options, such as team formation and pitch coverage you can tweak the whole thing to suit your personal game plan. This is done by moving an icon for each player around the pitch until you have got them in the exact position you want them. For instance if you want to play a mid-field game you can bring some of your defenders up and your forwards back, but still keep the basic system that you started with. If you want a Gary Lineker style goal sneak then you can place one of your forwards right in the goal mouth. Of course, you may get caught off-side but that never stopped our Gary did it?

A great addition to the tactics section is the option that allows you to set how a group of players will react to certain situations. For instance, you can alter your defence to come out to an attacking player, or you can set them to stay put and hold back. Of course, with everything being in Japanese, getting your team set-up to your preference takes a lot of time, but with such a comprehensive choice it's a worthwhile waste of time. If you get what I mean.

When we get International Superstar Soccer 64, we'll be able to give you the full low-down on the tactics and strategies.

Once you have your team totally personalised, it's onto the action, after you've chosen one of sixteen stadiums for the big match, that is. It makes no real difference as to which stadium you choose except for the aesthetic value. Games can take place at day or night and in a variety of different weather



conditions that do actually make a difference. For instance, playing in the rain will raise your chances of slipping and you'll notice a difference in the bounce and travel of the ball.

From the moment the camera starts to pan down onto the pitch in the now cliched stadium sweep

style, you'll know that you're in for a visual treat. The stadiums are incredibly detailed and all of them have their own particular style, from 2nd division concrete seat types to the full monty, world cup 70,000 capacity jobbies. Some have athletics tracks and apparatus around the outside whilst all have advertising hoardings wherever possible. The cheering crowd turns into a mass of trippy, flag flying colours on close up but there are a few well drawn, if a little flat looking spectators on the front row which help, especially on celebratory close-ups. The white lines on the pitch are also worth noting. On most football games the pitch markings are usually jagged, however Major 'A' have managed to get them looking as straight and solid looking as possible. It's only a minor detail, I know, but as you'll find out soon enough J-league has a wealth of these minor details that



► Goal mouth scrambles are one of the easiest ways to score.



## set pieces

### FREE KICKS AND CORNERS

Major 'A' have implemented a new system for taking free kicks and corners, making your chance of scoring from these positions much better. A huge coloured arrow is placed on the floor in front of the ball which can be moved in any direction you like. Once you have decided where the ball will go, all you have to do is hold the fire button until the arrow fills up to the power you want. The more the arrow fills up, the more power you'll get.

### PENALTIES

Penalties have also been given a new system making the spot kicks in J-league the most intuitive of any football game to date. To aim the ball, all you have to do is move a box around the goal to the position you want to shoot at. The box is quite difficult to control so you will need to slow it down to get a good shot in. Once you release the shoot button, the ball will let fly at the box. However, the goalkeeper has a much bigger box that has to be moved to the position of the shooter's box to save the shot. This has to be the best penalty system I've played, so top marks to Major 'A' for putting some thought into an area that is usually neglected on soccer games.



► Look at me, I'm a great dancer.



► Lovely through ball.



► The CPU places the players you don't control in excellent positions.



► Blind volleys towards goal won't score but they're good fun.

really make it the stand out game that it is.

Before kick-off, it's heads or tails time but once these preliminaries are over, it's finally time for the serious kick-ass football action you've been wanting ever since you came across that first bloody Japanese option screen. On the initial few touches of the ball you'll notice that the control in J-league is very instinctive. Stringing passes together is easily done and you'll find yourself steaming down the wing in no time at all. Just when you think all is going well though, the opposition procure the ball

from under your nose and proceed to run rings around you until they knock one in. The control is very immediate but the learning curve is a much more complicated thing. After a few hours of play, you'll have licked the control method but you still won't be winning much. Sure you'll be scoring goals but a typical score line in the first day of play against the 'CPU' would be 5-2 in the CPU's favour.

It's only after some intense play that you really begin to notice that J-league is one of the most playable footy games on any format. You'll start to discover a

whole bunch of special moves and passes you never knew were there. Changing your playing style to fit these new moves will take some doing, but working the through-ball or one-two passes into your game successfully is extremely gratifying. Once you have done

so, you're in for an extremely fast paced and exciting game of footy. To actually become any good at J-league you'll have to use every move available to you, as playing the basic English long ball game might score you a few goals, but it won't win you any matches, ask Graham Taylor, he'll tell you.

Many football games have fallen on control methods and I am happy to tell you that J-league is not one of them. Major 'A' have used the analogue stick to improve the game's control method ten-fold. Even getting possession of the ball has been thought about for once, with the inclusion of barging tackles and the ability to just stick your foot in and swipe the ball away. Sliding tackles are not the only way to relieve your opposite number of the ball now, in fact sliding tackles should be kept to a minimum to avoid the referee getting on your case. Incidentally, there are a number of referees ranging from the blind as a bat to the leather Lederhosen wearing Gestapo types who'll give you a red card faster than you can say 'Grobelaar is

## MULTI-PLAYER MALARKY

Thankfully, J-league makes use of the four joypad sockets that Nintendo have so generously given the N64. Every conceivable form of multi-player action is here from two-player head to head to four players against the CPU. The most fun has got to be two against two because that's where the real competition lies. There's only one complaint that we can



make about the multi-player game of J-league and that's that the icons around each player's feet, supposedly telling you who's who, are almost identical, so confusion is bound to follow. In fact, we've almost come to blows in the office over who actually scored a particular goal. Other than this, the fun to be had beating up two or three of your mates is a worthwhile addition to an already excellent soccer game.

## JAPANESE CONTROL

Import N64 owners won't be able to play the English version of J-league, so for the people who can't read the Japanese manual, here's exactly what the buttons do.

<b>A</b>	pass/tackle
<b>B</b>	shoot/sliding tackle
<b>R</b>	change player
<b>Left C</b>	lob/chip/header/volley/flick up/sliding tackle
<b>Right C</b>	one-two pass
<b>Top C</b>	through ball
<b>Bottom C</b>	speed burst





► Kicking the goalkeeper in the head is an option if you can't score.

The look, feel and sound of J-League is just right, from the first second that you start to play a game, you know that you are going to enjoy playing it. A lot of football games are initially annoying because you are struggling with the control system. This is not the case with J-League, you feel in control of your player from minute one. I can't wait to see ISS 64 in June.

Pete



► He probably lost fifty grand when he made that save.

innocent', for the most minor offences.

Watching J-league is as close to watching a real match as you could get, or in my case, it's as close as I'd

like to get. The players are beautifully drawn and the animation is faultless. The astounding attention to detail makes J-league the most complete football game on any format. When a foul is committed, a number of things may happen afterwards. The two players involved may square up to each other but in the good nature of football, a fight never breaks out. On the other hand the player who committed the foul might help the fallen player up. If the ref ushers you over you'll see your player point to himself as if to say 'me?'. Getting a yellow or red card may result in your player throwing a Gazza tantrum and squaring up to the ref or he might just walk off with his head down. The

**Stringing passes together is easy and you'll find yourself steaming down the wing in no time at all.**

good thing about the detail on J-league is that you never know how a player may react to a certain situation. The only problem with this is that, if a free kick or a card is given, it will appear across the screen in huge letters obscuring your view of what's going on. A slight oversight, but what the heck.

One thing I'm extremely pleased to learn is that there is no sure-fire way of scoring a goal in J-league, which means the spawnys gits who usually just find a 'bugged' route to goal are going to

actually have to play the game skilfully. Some of the goals scored are so spectacular that Pele would be proud of them. From sensational shots to goal mouth scrambles to chipping the goalie, the list of ways to score just goes on and on. The most fun can be had in those goal mouth scrambles with endless shots at goal just getting caught up in the mass of bodies packed into the area. This does cause slow down problems at times which don't cause you any real problems, in fact in situations like this it often helps!

The sound in J-league is what you would expect from an N64 football cartridge. The crowd noise is adequate, the sound of the ball is adequate and the music on the options screen is adequate. It's all pretty adequate really.

I've played nearly every football game on every format in the last few years and although I hate watching football, or even talking about it, I do actually enjoy a good computer generated kick about. J-league Perfect Striker isn't the perfect soccer game the title would

have you believe, but it has to be one of the best I've played. The gameplay is well constructed and once you have the controls beaten you'll really enjoy the challenge of the J-league full season. The learning curve is set at exactly the right angle as the game is instantly playable, but will take you a long time to master. The amazing attention to detail is what will set J-league apart from the crowd. From the goalkeeper hanging off the cross-bar to the players running back to the centre for a quick kick-off, J-league is brimming with little touches that add to the excellent gameplay. With FIFA 64 being the only alternative for N64 owning football freaks at the moment, J-league is the only option and you won't be disappointed if you take it. **Saul** ■



► The analogue control makes running up the wing easier than ever before.

## J-LEAGUE KIDS!



The Japanese are fascinated by big heads in video games. Maybe it's something to do with them not being the largest race on the planet or maybe it's just something in the water. I don't know. Anyway, alongside Virtua Fighter Kids on the Saturn and Toshinden on the PlayStation, you can now have big heads on the J-League players, if you really want. It's actually quite good fun as it gives the game a cartoon feel. To do this, simply enter the following code on the fighter screen.

TOP C, TOP C, BOTTOM C, BOTTOM C, LEFT C, RIGHT C, LEFT C, RIGHT C, B, A. Then hold Z and press start.



Published by: Konami Release date: June 1997  
Telephone no: 01895 853000 RRP: TBA

## SCORES

### graphics 92

The players are exquisitely drawn and the animation is fast and smooth. Graphical details such as the ball actually moving the net are the icing on the cake.

### sound 85

Adequate, adequate, adequate.

### gameplay 90

The number of passes and moves makes for a varied, fast and exciting game of football. Major 'A' have also made full use of the analogue joystick.

### lifespan 90

You'll still be playing this or if you decide to wait, International Superstar Soccer by the time FIFA '99 hits the shelves.

### overall 88

We're keeping the overall score a few points lower than we'd like, for all the problems we've had trying to decipher the Japanese text. Import owners, don't let this put you off as it is still an excellent football game, but we're waiting for the UK version before giving it our final score.



# NBA Hangtime

What can you do with a Game called NBA Jam when you have converted it to every system in the known Universe? Well you could always call it **NBA Hangtime**.

If you have ever played a version of NBA Jam on any of the many formats that it has appeared on, then you will know exactly what to

expect from NBA Hangtime. Williams/Midway (The original NBA Jam design team) have created another two-on-two Basketball game, which focuses on frantic arcade-style action, with the emphasis on

performing moves that result in some of the most outrageous dunks you could ever imagine (and some you can't).

Even by American sports game standards, NBA Hangtime has a huge amount of options, many of them are hidden, such as choice of indoor and outdoor courts, Unlimited Turbo or Max Strength, hidden players etc. But perhaps the most interesting one is the Create-A-Player option (see boxout) which is available from the start. All the NBA teams and superstars are here for you to choose from, along with the usual mountain of stats that the yanks seem to thrive on. The graphics are smoother and have a

broader colour palette than in previous games, along with more frames of animation. The background scenes of the crowd going 'ape' are a welcome addition, which have been missing from all the previous versions. Inevitably, there are a plethora of new moves such as



► Nobody likes a big head.



► "Hey dude, have you seen the ball".

EVEN BY  
AMERICAN  
SPORTS GAME  
STANDARDS,  
NBA HANGTIME  
HAS A HUGE  
AMOUNT OF  
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OF THEM ARE  
HIDDEN, SUCH  
AS HIDDEN  
PLAYERS, ETC.

## Dr Frankenstein, I presume?



A neat addition included in NBA Hangtime is the Create-A-Player option that allows you to (as I'm sure you have figured out for yourself) create a player from scratch. You can allocate your player his abilities from a pool of 40 points that will determine how strong, fast, good at dunking, etc. he is. A choice of hundreds of different strips can be chosen from and you can even select from a list of nicknames for your creation. The in-game commentator will then refer to his nickname during matches. I chose 'Spanky' for my player Pedro, because of the potentially hilarious cockney rhyming possibilities. There is also a vast amount of different heads to select from, ranging from the famous to the bizarre. In the absence of a Danny DeVito head, I plumped for a Teen Wolf style head. Pretty cute, huh? Your creation will have his own PIN number that you must enter before any game that you want to use him in. When you have won several games with your protégé, you will be given more points to allocate to him. Eventually, with patience, you will be able to turn your creation into a slam-dunking superstar to be proud of.







► Boomshakalaka!



► This is the new Alley Oops move.

Double Dunks, Alley Oops, Fade Aways and Jump Shots. All of which I'm sure mean nothing to most of us Brits. The music is a pretty classy mix of hip-hop and rap songs that suit the game really well, but I couldn't help but think (bearing in mind this is a cart), maybe the memory would have been better used on improving the graphics a bit more. Oh yeah, the original commentator from NBA Jam is still there, yelling and shouting like the demented baboon he doubtless is!

NBA Hangtime is a spot on conversion of the arcade coin-op of the same name. You may view that as either a good or a bad thing. It wasn't so long ago that all console owners craved for perfect conversions of their favourite arcade games and that is exactly what we have here. So what's the problem? Well NBA Hangtime can be considered as the latest and greatest in the NBA Jam series, but frankly it really hasn't evolved that far away from the original game in the series. Sitting here, writing this, I feel a bit of a traitor, because I have always been a fan of the NBA Jam games, due mainly to the sheer playability in multi-player

**The music is a pretty classy mix of hip-hop and rap songs that suit the game.**

modes and the madcap atmosphere of fun and excitement they generate. I have to admit that I have played NBA Hangtime a hell of a lot over the last couple of days and thoroughly enjoyed it. But the questions that must be addressed here are: Has Hangtime's gameplay or presentation changed that much since I got my

**As in the other NBA Jam games, there are all sorts of special features and crazy trick shots to discover. Here are some shots of just some of them...**



first console fix of NBA Jam on the Mega Drive? The answer is no. Could NBA Hangtime be converted to a 32 bit machine in more or less the same form? The answer is yes. Should I then recommend that our beloved readers go



► More outrageous dunks.

out and blow £60-£70 on NBA Hangtime. The answer is no. Not unless you are a huge fan of Basketball or the NBA Jam series. Maybe, on the other hand, you're really into multi-player sports games and have lots of cash, in which case you really ought to give NBA Hangtime a try. But I'm pretty sure that most N64 owners want games that totally utilise the N64's hardware to the max and make use of those extra 32 bits of muscle power that puts the N64 in a class that its competitors can only dream of. The sad fact is NBA Hangtime just doesn't cut it as an N64 game. It offers nothing new that



► Yet more outrageous dunks!

Published by: GT Interactive  
Release date: 2nd Quarter 1997  
Telephone no: 0171 258 3791 RRP: TBA

## SCORES

**graphics** **75**  
Best graphics of any of the NBA Jam series, not exactly pushing the hardware, though.

**sound** **70**  
Funky music. Sad commentary.

**gameplay** **82**  
As addictive as ever in multi-player modes, with a good learning curve.

**lifespan** **83**  
A quite ridiculous amount of extra features, such as hidden players and different courts, ensures longevity.

**overall** **72**  
If you want the equivalent of the NBA Hangtime arcade machine in your home, buy it. If you want a truly next-gen Basketball game, you're going to have to wait.

Not being one for American sports, I was quite surprised to find that controlling a seven foot black man was actually quite good fun. Still, Basketball fans will love it to bits.

Dave

sets it apart from the previous NBA Jam games which make it worth buying. I fear that this may become a familiar story on many future N64 games. Not exactly bad games, but then again not the sort of software that makes that big step into the heady world of 64 bit gaming that N64 owners are demanding. **Pete** ■



# timeout

**SHOCK HORROR!**  
A page that isn't  
solely about games!

Well, Timeout seems to be quite popular from the responses we got with the competition entries last month, so we're going to continue in the same vein this month, but if you've got any ideas for this page then feel free to send them in.

## ALBUM REVIEWS

### THE CHEMICAL BROTHERS • Dig Your Own Hole • Virgin LP

'Block Rocking Beats', the title of the first track, sums up the Chemicals' second album perfectly. 'Dig Your Own Hole' is a fusion of techno, house, trip hop, hip-hop, rock and funk, in fact you name the style and you'll find it here in some mashed up form. From the start, you're bombarded by the Brothers' pacy brand of big beat funk action. The album then glides effortlessly into techno territory before 'Lost in the K Hole' calms things down with its tripped out 70's feel. Beth Orton lends her voice to the excellent 'Where Do I Begin?' and 'The Private Psychedelic Reel' rounds off this superb new album in fine style. If you've got just a hint of musical taste, you've got to have 'Dig Your Own Hole' in your collection.



### VARIOUS • Jumpin' • Harmless Compilation



A collection of twelve original disco tunes didn't appeal to me at first, but I can safely say that I am now hooked. Jumpin' is packed full with disco underground classics such as Musique's 'Keep on Jumpin' (which you may just recognise) and Dinosaur L's 'Go Bang'. The tracks go from funky dance floor stormers to mellow, laid-back vibes giving the uninitiated a lesson in pure disco and house. This may not sound like your thing but believe me, after you've heard it you'll soon be donning your flares and getting down to that funky 'D-I-S-C-O' beat.

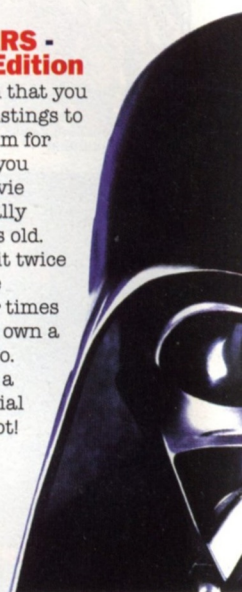
### VARIOUS • After Hours 2 • JDJ Compilation

Mixed by Jay Chappell, the latest in the Journeys by DJ series is a seriously groovy collection of the most laid-back house music you're likely to hear. Featuring tracks by artists like Josh Wink and Deep Dish, you know that you're going to be in for a quality ride through the realms of quality music. If you're looking for a fromage free, perfectly mixed, funky and mellow house collection then look no further than After Hours 2. Pure Quality, also...



### STAR WARS - Special Edition

It's not often that you look in the listings to pick out a film for review, and you choose a movie that's basically twenty years old. You've seen it twice before at the cinema, four times on telly, and own a copy on video. Star Wars is a classic, Special Edition or not! The extra visuals only add to this phenomena. The completely new scene where Han talks to Jaba is amazing. You do notice very small details that aren't correct, but that's only because you're looking for mistakes, and to achieve what the makers have is unprecedented.



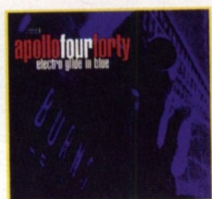
### FREDDY FRESH • Accidentally Classic • Harthouse LP

From the moment 'Accidentally Classic' arrived in the office it's rarely been out of the CD player and with its genre busting mix of techno, acid, electro and hip-hop, it's not likely to be for a long time. All of the tracks ooze quality and seeing as though Freddy records everything live, this is something of an achievement. 'Accidentally Classic' is mainly an

album for lovers of techno and electronic music, but it will appeal to almost anyone who is prepared to listen and I strongly suggest that you do.

### APOLLO FOUR FORTY • Electro Glide in Blue • Sony Music Entertainment LP

Instead of going for an album's worth of radio hits like 'Aint Talkin' Bout Dub' and 'Krupa', Apollo Four Forty have given us an Eclectic mix of everything from blues to Jazz to Drum 'n' Bass. From the excellent guitar led hip-hop sounds of 'Altamont Super Highway revisited' to the mellow drum 'n' bass of 'Vanishing point' Apollo Four Forty have proven that they don't have to depend on the formula of their success on daytime radio to create an excellent album. If you're open minded, you'll love 'Electro Glide in Blue.'



There are a couple of singles we highly recommend. Firstly, there's 'Chupacabra' by Freddy Fresh on Harthouse. One of the best tracks off the album is remixed by The Propellerheads and the Bassbin Twins for maximum effect. There's also a progressive house stormer by Golden. Called 'BMF', it's out on Fourth and Broadway and features the vocal, 'Dance Bitch' amongst others. One for the ladies then...

## WEB SITE OF THE MONTH

### JACKIE CHAN'S HOMEPAGE • www.jackiechan.com



This month, after hours of pointing and clicking we have come across a wicked site dedicated to that master of all things martial arts, Jackie Chan. That's right, you can now find out everything you want to know about the man who can kick high and talk out of sync. From the opening page you can tell it's Jackie Chan simply by the corny welcoming messages you get. Anything you want to know about our Jackie can be found here from a filmography to a list of his achievements and awards. There are also plenty of extremely corny images to check out and facts about his fan club. Some of the site is still under construction but you can bet, once it's finished, it will be more popular than any Pam Anderson or Terri Hatcher site.



### TURBO INJECTED CD DRIVES

The fastest CD drive in the world is a 15x drive designed by electronics giants Toshiba. Compare this with the slow drives found in Sony and Sega

consoles and you can see how out of date Nintendo's competition are already. Nintendo shouldn't sit back and relax though because the next generation of CD based consoles might be as fast as cartridges. Now there's a thought.

### PLAY AGAINST A FRIEND, IN MONGOLIA!

Wireplay via the internet is catching on big time around the world. Some games have been specifically written or altered for wireplay, such as the flight simulator EF2000, but many games can be played over the net. The most popular seem to be Duke Nukem and Doom but Quake doesn't work very well on the net. Of course, at the moment, you'll need an expensive PC to join the wireplay revolution but it is possible for consoles to take advantage of this situation. Nintendo have already released a modem cartridge in Japan which allows you to play Mijhon against another player miles away, although this isn't exactly wireplay as it's a direct link up. Just think of the possibilities of wireplay N64 though. You could have real International Superstar Soccer matches with a living team of Germans. That's something I'm looking forward to but lets just hope that Nintendo see the possibilities.



FOR  
PLAYERS  
REALLY!





# FOUR-SIGHT

**W**hen Nintendo were developing the N64, they cleverly had the vision to include two extra controller ports. This was to encourage developers to make more four player compatible games (nothing to do with selling more control pads at all!). We thought we would take a look at the whole concept of four-playerology and see if it is all it's cracked up to be.

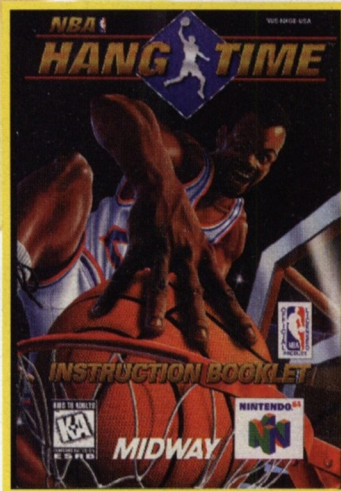
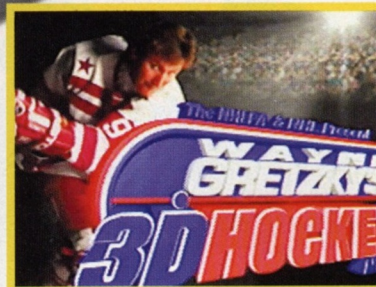
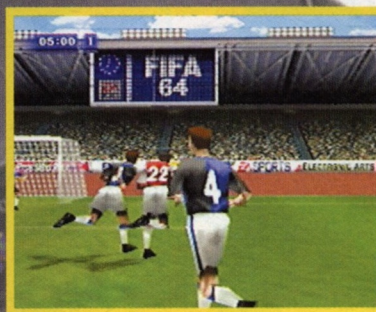
We keep on hearing stuff about network gaming and multi-play modem wireplay technology, that will be coming to our consoles very soon. Well, that's a crock. It isn't going to happen. Well, not for a while anyhow. There are numerous reasons why, but, without getting too long winded, the technology just isn't there yet that can bring home an affordable and practical console based network system. Simple as that really, so whether your current console is an N64, Sega Saturn or Sony PlayStation, for at least the next three years or so, we are limited to four player games. Yes, I know it is possible for two PlayStations to be linked together and play two player games on two different screens. I have owned a PlayStation (and Saturn) since launch and I have only played a PlayStation link up game twice. The reason I have hardly used my link up cable is not because the link up games are bad (Doom and Ridge Racer Revolution), it's just that the whole system isn't practical. You need two TV sets, two consoles and two copies of the same game. Sega haven't even released their link up cable in Europe, due to lack of software and I'm beginning to doubt they ever will.

So it's pretty much four players on one screen or nothing for a bit of multi-player action on your home console, and our lovely N64 already comes complete with four control ports. So all we need are four controllers then? Well, let's not forget the small matter of the software, which is what this whole feature is all about. The following are all forthcoming N64 titles that, at the time of going to press, will feature a four player option:

**FIFA Soccer 64 - Electronic Arts**  
**Mario Kart 64 - Nintendo**  
**Hexen - GT Interactive**  
**NBA Hangtime - GT Interactive**  
**Wayne Gretzky's 3D Hockey - GT Interactive**  
**International Superstar Soccer - Konami**  
**Starfox 64 - Nintendo**  
**F-Zero 64 - Nintendo**

And on import, with no confirmed UK release dates:

**Bomberman 64 - Hudsonsoft**  
**King of Pro Baseball - Imagineer**



**Mah Jong Master - Konami**  
**The Glory of St. Andrews - Seta**  
**Pebble Beach Golf Links - T&E**  
**NFL Quarterback Club 98 - Acclaim**

There will be loads of others but these are the ones that have definitely been confirmed as four player titles. As you can see, most of them are sports titles, which is no surprise, as no self-respecting sports game would dare to be anything less. Still, there are some less obvious titles there such as Starfox 64 and Hexen.

Some games really come to life in four-player mode but can be a bit dull in one player. Bomberman and the classic Micro Machines series

in particular come to mind. So the big question is how will these upcoming N64 titles play in four-player mode compared to the more conventional one or two player? Will a four player option be included for its novelty value or be a really great addition? We will try to answer these questions in our occasional 4-Player Frenzy features, kicking off this month with FIFA 64 and the hotly anticipated Mario Kart 64.

## TOP TEN all time excuses for being crap at multi-player games

No four-player session would be complete without the losers of the game(s) coming out with an endless stream of excuses. I've heard 'em all. Below are my top ten:

1. My control pad isn't working properly.
2. Have we started yet?
3. I haven't played this game for ages/before/naked.
4. I'm so bored of winning, so I lost to see how you felt.
5. You cheated/farted/stuck your tongue in my ear.
6. I let you win because I feel sorry for you/I'm a PR rep for this game/I want to shag you.
7. I thought I was the other vehicle/ the other player/Jeremy Beadle.
8. It's my time of the month (females only).
9. This game is so s\*\*t, that I can't be bothered to play it properly.
10. Who cares about video games when there is so much poverty in the world?



# FOUR GO MAD IN DORSET

**7:30PM** - Dave, Dazza, Russ and Nigel (our ace photographer) arrived at my home, flophouse for burnt out writers. I, being the responsible Editor type that I am, explained that in the interest of research we were going to have a full-on, four-player games session. "OK, how do these evenings usually get started?", I asked. "Down the pub", was the quadraphonic reply.



**7:35 PM** - The Rising Sun in Purewell - On the way to the pub, Dave played his usual game of 'hide and seek.' He hid his money in a bush, then seeked out some mugs to buy him drinks all night!



into a lock-in, we sensibly opted to have a kebab and return to my games emporium.

**11:45 PM** - At last we get down to the serious business of games playing. First game up was FIFA 64, which is the only four player game released in the UK until June. After the usual confusion about what button does what and who's on which side in the practice matches, we finally play through a tournament. The final is England (Pete and Dazza) versus Holland (Dave and Russ). After a scoreless first half, the second half explodes into action. England get a free kick 45 yards from the Dutch goal. "No chance of scoring from here", I thought. "I'll lob it into the penalty area and hope Dazza gets on the end of it." The ball loops into the air and drops into the net behind the Dutch keeper.

"Remarkable goal by the boy Neville", as David Coleman would say.

The Dutch immediately reply with two fantastic goals from Patrick Klivert. Then in the dying seconds of normal time, 'Shaggy' scores from a corner. That's Liverpool's Steve McManaman's nickname by the way, not Dazza, his nickname is Swampy.



Extra time saw frantic goal-mouth action at both ends until Ian Wright made a break into the Dutch penalty area and was ruthlessly chopped down. "Let

Southgate take it", shrieks the freshly cider lobotomised Russ! Thankfully, we had no such choice. Alan Shearer calmly slotted the ball into the back of the net and England had won. VERDICT - FIFA 64 is hardly outstanding as a one player game, but can get pretty exciting as a four-player game. Could this be true of all soccer games? Maybe, but FIFA 64 is your only option until June.

**01:15 AM** - MARIO KART 64 - This is it, the big one. The game that we all thought we were champions at. To be honest, over the course of many races, it was pretty much honours even. It soon became obvious that the best way to win a race was to deliberately lag behind for the first lap or so and collect the best power-ups, then catch up with the leading pack. With half a lap left, activate your power-up or weapon and nip



into the lead before the chequered flag. The reason this tactic is effective is because the CPU lends assistance (such as more speed and the best weapons) to players in last position. This kinda spoils the racing element of the game, but it certainly keeps the races tight and unpredictable, even if a novice plays a Mario Kart master.



**2:45AM** - Incredibly, four teenage girls turn up asking to see Russell. They then seductively strip each other down to their wispy underwear and take down Russell's boxer shorts with their teeth.

**2:46 AM** - Russell wakes up from his cider induced stupor to find his Donkey Kong character is two laps behind everybody else and appears to be trying to drive through a brick wall!

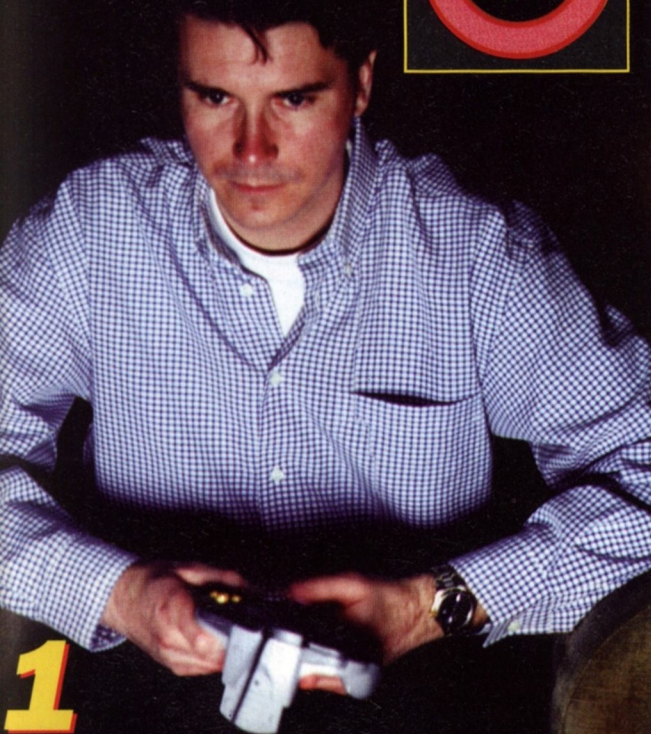
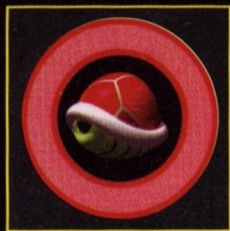


**3:00 AM** - VERDICT - It may have been late and maybe we were all a bit tired and emotional (or something) but we all voted Mario Kart as the best four-player game in the universe. Perhaps we all got carried away with the blood oaths to call our next born Bowser and vows to have tattoos done of Princess Peach in intimate places, but we meant it at the time!



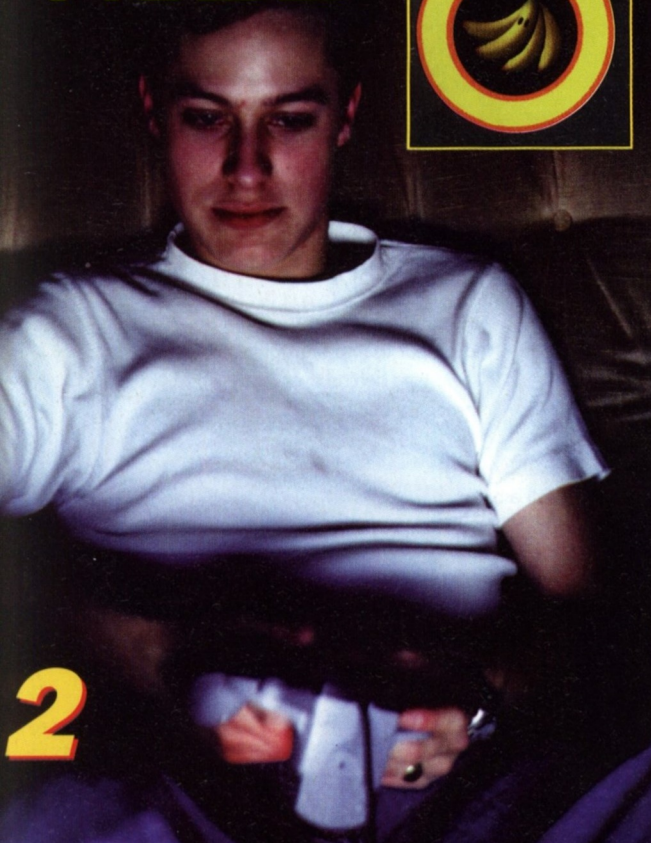


# PETE



# 1

# RUSS



# 2

## MARIO KART 64

**More fun in 4-player?** Definitely. The programmers have obviously put a lot of work into making it a real buzz to play in 4-player, with the different course layouts and obstacles.

**How could it be improved?** To find out who is really the best driver, there should be an option to disable the CPU from assisting the players who are losing. The CPU helps those lagging behind by speeding them up and giving them the best power-ups, thus the early back markers often come through to win the race by luck rather than skill.

**Any sneaky ways of cheating?** During a race, pause the game, preferably when everyone is about to take a particularly nasty corner. Then suddenly restart the race and watch the mayhem and confusion! This little 'tactic' can be passed off as an accidental fumble with your pad or done brazenly if you are feeling quite brave/drank!

**How does it compare to the original 16 bit version?** The different styles and personalities of the drivers are not as noticeable in Mario Kart 64 as they were in the original SNES version.

**Overall comment and score out of 100** Fantastic. I doubt if there are any games that play as well in four-player as this. 95%

## FIFA 64

**More fun in 4-player?** Depends on whether you're lumbered with a lamer of a team mate. It only becomes fun when all four-players are accustomed to the game.

**How could it be improved?** At the end of every match an assessment of how well each of the four-players had performed as well as a man of the match award would have been fun.

**Any sneaky ways of cheating?** Using the 'jinx factor' by making comments like, "he can't possibly miss from there", every time the opposition is about to shoot. Deeply aggravating!

**How does it compare to the original 16 bit version in 4-player mode?** No major differences, apart from the fact that you don't have to bother about fiddling with one of those 4-player adapters.

**Overall comment and score out of 100** Quite a laugh once everyone knows what they are doing. All four of you playing against a CPU controlled team is a bit boring though, probably because you can't gloat and take the piss out of a console when you're winning, unless you're Russ of course! 80%

## 4-PLAYER FOR THE MASSES

**4-Player games, essential part of next-gen gaming or overrated?** Essential, especially in sports games. Programmers should implement them into a game wherever possible.

**Drinking and playing video games, nice cocktail or bad trip?** I do enjoy a drink while I'm playing, but I must admit, even a couple of pints can seriously affect my standard of play, which can be frustrating at times.

**All time favourite 4-player game** Mario Kart 64/Madden 97 (Saturn).

**Good night or what?** The night was a hoot. Sadly the next day was a write off!

# FOURTH

## MARIO KART 64

**More fun in 4-player?** There's no doubt that the game is wicked in four-player mode. The graphics stay sharp and there's no slowdown, so the game loses none of its magic. Saying that though, it's only really fun when I win.

**How could it be improved?** Perhaps an option to turn off the special weapons would have made it better in multi-player mode. The CPU tends to help the stragglers which really makes it less competitive.

**Any sneaky ways of cheating?** Staying at the back of the field until the last lap is good. You'll get the best weapons to shoot you into the lead just before the line.

**How does it compare to the original 16 bit version?** At the end of the day, Mario Kart is Mario Kart, so whether it's 16-bit or 64-bit it's still the dogs cohones. 'Nuff said.

**Overall comment and score out of 100** Four player fun only comes better with 8 pints and 3 lovely girls, but if you're not into that sort of thing, Mario Kart 64 is the only other option. 97%

## FIFA 64

**More fun in 4-player?** Let's face it, most games are better in four player (even Scrabble), but FIFA 64 makes for a particularly exciting experience.

**How could it be improved?** Not really much scope for improvement because it's a very good multi-player game as it is. Barring little things like stats and making up your own names for players, it's ace. The only real thing lacking was that I didn't win a match.

**Any sneaky ways of cheating?** Making raspberries when the opposition is about to shoot is a good one. That and telling your opponents that West Ham are a good team to select!

**How does it compare to the original 16 bit version in 4-player mode?** The game itself has stayed much the same, apart from the obvious 64-bit face lift. Cracking multi-payer mayhem, all the same.

**Overall comment and score out of 100** Knowing the game helps, but four novice players can still have a laugh of the first order. FIFA 64 is not just a game for football fanatics, it's a game for everyone with a competitive streak in them. 87%

## 4-PLAYER FOR THE MASSES

**4-Player games, essential part of next-gen gaming or overrated?** Definitely essential. More non-sport orientated games are needed though.

**Drinking and playing video games, nice cocktail or bad trip?** Yes, in moderation. It makes for a great excuse when you start losing (as long as you don't mind looking like a light-weight!).

**All time favourite 4-player game** It's got to be truth or dare. Stupid question really.

**Good night or what?** It was as much fun as you can decently have with an N64. Same time next week boys?



## MARIO KART 64

**More fun in 4-player?** Unconditionally. Two player mode is competitive but four player can really make the blood boil, especially if you're losing.

**How could it be improved?** With the exception of add-ons, i.e. new circuits (64DD?), I don't think it could be.

**Any sneaky ways of cheating?** No not really. I know of a few short cuts here and there and the obvious turbo start but nothing that advantageous. Using the power-ups at the best possible time and place can make quite a difference, like using the lightning power-up to shrink your opponents just before they're about to fly off a jump or leaving dummy power-ups next to real ones. It's these sort of crude tactics that can send a player from first place straight to the back of the pack.

**How does it compare to the original 16 bit version?** The first thing to mention would be the four player option, the second would be the graphics. Apart from that, I don't think there is much of a difference. The 16bit version is a classic and the only way Nintendo could make any real improvements, without losing the originality, was to include a four player mode.

**Overall comment and score out of 100** A very good game. The gameplay is simply, additive, competitive and above all else, fun. Mario Kart 64 has the magic that'll appeal to the masses. 94%

## FIFA 64

**More fun in 4-player?** Yes, but only because it's more boring in one-player mode, unless you're one of those football freaks!

**How could it be improved?** By providing the players with some fast cars and a few demanding circuits to race them on, know what I mean!

**Any sneaky ways of cheating?** Try pressing the reset button three times, then the start button on controller two to access a new game!

**How does it compare to the original 16 bit version in 4-player mode?** It's more expensive.

**Overall comment and score out of 100** This is not the worst game I've seen or had to play by a long shot, but it does fall short in terms of N64 expectations and would be more suited to the 32 bit consoles. 64%

## 4-PLAYER FOR THE MASSES

**4-Player games, essential part of next-gen gaming or overrated?** 4-Player games are an essential part of the world's basic social structure, the more interaction the better.

**Drinking and playing video games, nice cocktail or bad trip?** Drink can seriously ruin your chances of winning but as they say, "it's the taking part that counts".

**All time favourite 4-player game** Mario Kart 64

**Good night or what?** A good evening was had by all, even Russell and Pete who decided to play 'who can fall asleep first'. (Russ won! - Pete.)

# DIMENSION

## MARIO KART 64

**More fun in 4-player?** Yes, if the other three you are playing with are Pamela Anderson, Jenny McCarthy and Ginger Spice.

**How could it be improved?** Replacing the Italian git and his brother with better characters!

**Any sneaky ways of cheating?** When placing your card down, keep your hand on it for a split second. So even if your opponent shouts 'snap', he or she still can't grab the pile!

**How does it compare to the original 16 bit version?** I prefer the 16bit gameplay, but the added 4-player option does improve the game's lastability.

**Overall comment and score out of 100** 92% for the 4-player mode, 96% for the SNES version!

## FIFA 64

**More fun in 4-player?** No, 2 player's better.

**How could it be improved?** It would be nice if the commentary included the players' names.

**Any sneaky ways of cheating?** When your opponents are arguing about who let the last goal in, slip a couple of drops of Spanish Fly into their drinks. They'll retire to the bedroom for some hanky panky, and you can win the game, steal the console/game and spread the gossip.

**How does it compare to the original 16 bit version in 4-player mode?** I

preferred the original overall, not just in 4-player mode.

**Overall comment and score out of 100** 80% - only due to the actual team names and players.

## 4-PLAYER FOR THE MASSES

**4-Player games, essential part of next-gen gaming or overrated?**

It's human nature to want to share an experience with another person or persons.

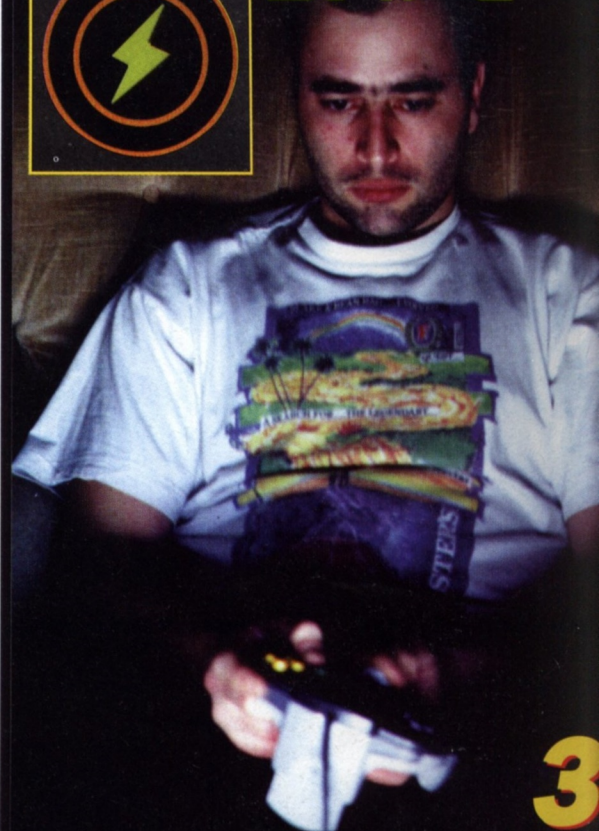
**Drinking and playing video games, nice cocktail or bad trip?** I definitely prefer drinking nice cocktails and taking bad trips before playing a video game.

**All time favourite 4-player game** Ludo.

**How did you enjoy the night?** By drinking lager and illuminating exotic matter.



DAVE



3



DAZZA



4



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# 64 solutions

A cartoon illustration of Mario with white wings, wearing his signature red cap with a white 'M' and a red shirt, flying through the air with his arms outstretched.

## TUROK

DINOSAUR HUNTER

FIRST PART TO THE FULLY  
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# WAVRACE



**W**ith the arrival of WaveRace 64, you don't need to spend £7000 on a top of the range jet ski and another £15,000 on the obligatory Peugeot 205 cabriolet to go with it, but you will need a guide if you want to complete all eight tracks with top marks.

## STUNTS

The programmers of WaveRace 64 have made the game much more interesting with the inclusion of an excellent Stunt Mode. Here's a list of stunts and how to perform them.

### Handstand



The Handstand is by far the easiest stunt to pull off and will give you a decent score in Stunt Mode if you can keep it going for long enough. To

perform a Handstand, release the accelerator and quickly push the joystick down and up, then re-apply the accelerator. Holding the joystick in the up position will hold your player in the Handstand, but this is not advisable during rough seas or over jumps.

### Backwards Riding

Backwards Riding can be worth a lot of points in Stunt Mode but you'll have



to watch out for the larger waves, otherwise you'll end up in the wet stuff. To carry out Backwards Riding, release the accelerator then quickly rotate

the joystick 360 degrees clockwise then re-apply the accelerator. Holding the joystick in the down position will keep your rider straddled over the jet ski, which will increase your points but make it harder to control.

### Standing Somersault

The standing part of this manoeuvre is relatively easy to perform but the majority of points will be earned by completing the somersault back into your original position. To perform the Standing Somersault, release the accelerator then quickly rotate the joystick 360 degrees anti-clockwise and hold it in the up position, now re-apply the accelerator. Once your rider is in the standing position, you are ready to perform the somersault. Quickly push the joystick down, then up and your rider will somersault backwards into the normal riding position.



### Single / Double Flip

This is one of the most spectacular and highest scoring stunts to perform if done correctly. The Flip is best



performed off a ramp but large waves can be used if you're skillful and confident enough. Just as you hit the top of a ramp or wave (preferably at maximum speed), quickly push the joystick up then down to start the Flip. Hold the joystick in the down position to flip the jet ski completely over, only release the joystick when you're ready to land. Holding the joystick in the down position for longer will keep the jet ski turning, allowing you to perform a Double Flip but you must have enough height in order to land safely.

### Dive

For this manoeuvre you'll need as much height as possible, either from a ramp



or a large wave. As you're riding up the ramp or wave, push the joystick down to gain extra height then, as soon as you are airborne, push the joystick up. This will push the front end of the jet ski down and force it under the water when you land. The more height you have, the longer you'll be able to dive for.

### Sideways Roll

The Sideways Roll (Barrel Roll) is another spectacular and high scoring stunt



if you can pull it off. The roll can be performed in either direction, provided you have enough speed and height and the use of a ramp. As you hit

the ramp, quickly push the joystick to the right or left, depending on which direction you wish to roll. Then, as you leave the ramp, push the joystick in the opposite direction and hold it there until you're ready to land.



# track one

## SUNNY BEACH

### Track One

**Location:**  
Ocean  
**Wave Difficulty:**  
Easy  
**Track Difficulty:**  
Easy

#### championship

The first race in WaveRace 64 takes place on the aptly titled Sunny Beach track. The track is a basic oval but some of the buoys are placed in tricky positions, for a novice player anyway. The opening straight is quite choppy, but keep the accelerator down and you will plough through the waves without any change of direction.

**1.** You can keep a straight line through the first two buoys which lead into the left hand U-turn corner. Try to take the corner as tight as possible but make sure that you don't turn too sharply or you'll end up hitting the sand which will slow you down and allow the other riders to fly past you. The best way to take a sharp corner like this is to use little taps on the joystick so that you don't over-steer. **2.** Keep to the left of the first buoy on the back straight then follow them in a zig-zag fashion. Watch out for the waves in this area as some of them will catch you off guard and throw you in a different direction. **3.** In the harder levels of the game, you will find a row of mines here that must be avoided at all costs. There's enough space for one or two jet ski's to pass between the mines but you'll have to get the angle right in order to prepare for the next buoy. You will be travelling from left to right through the mines so get ready to make a sharp direction change to get past the next buoy. To avoid hitting any of the mines, you can try to catch a wave and attempt to jump over it. If you're having a bit of a ding-dong with another racer as you approach the mines, try to knock them into one, this'll take them out of the running. **4.** This corner should be taken the same way as the previous one (as close to the inside as possible) but watch out for fat bloke Dave Mariner, he has a nasty habit of knocking you off just as you pull out of the corner. **5.** The home stretch is pretty straight forward as long as you get a good line out of the corner and approach the buoys smoothly. The waves are not exactly killers so just keep a nice line up the middle and keep an eye out for anyone trying to overtake.

#### stunt mode

Sunny Beach is one of the easiest tracks in Stunt Mode as the lack of rings to go through gives you more time to concentrate on performing stunts.

**6.** There is only one jump on this track so you'll have to make good use of it. A Double Flip is the most recommended stunt but a Single Flip followed by a Dive may get you just as many points. **7.** Immediately after the jump, you will come across two rings surrounded by mines, make sure that you hit the jump in the centre or you'll end up wiping out on the mines. It's also a bad idea to try a Sideways Roll off the jump, it will put you off centre as you approach the mines.



# track two

## SUNSET BAY

### Track Two

**Location:**  
Ocean  
**Wave Difficulty:**  
Easy  
**Track Difficulty:**  
Medium

#### championship

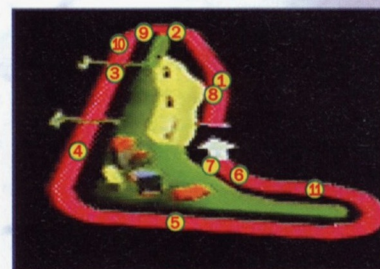
You'll need your shades on for this one as the sun can really blind you at certain points on the track, and that's no exaggeration. At times you won't be able to see anything as you turn corners, so you'll have to do some intensive practice on this track before you can master it. The water gets quite choppy in parts so you'll need all of your skills to get around the cunningly placed buoys while the waves try to roll you over.

**1.** The first buoy from the start is to the left but there is only a small gap between it and the beach, so keep as close to it as you possibly can. If you are battling it out with another competitor here, try to push them onto the beach and slow them down. **2.** This corner can be taken at high speed as long as you cut across the inside. Keep as close to the wall as possible then, once you are past it, turn sharply to keep yourself within the next set of buoys. **3.** Just before this jump is a red buoy that you have to keep to the right of and just after the next jump is a yellow buoy which you have to go to the left of. This means that you must take the jump at an angle and turn right in the air, so when you land you'll be set up to take the yellow buoy. **4.** Keep to the inside of the yellow buoy on this corner and get ready for a quick change of direction when you hit the chicane section down the next straight. **5.** The water is extremely rough in this area and added to this you'll have to get around several buoys. There are a few stopper waves which means you'll have to turn more sharply and power through them to keep your direction. You may also catch the surf of one of the waves which will give you some extra speed but it'll also make it harder for you to steer. **6.** Just after this corner you will have to make a quick direction change towards the red buoy. Be careful when going around this buoy though as this area is littered with mines. **7.** The final buoy is very close to the wall and you'll have to travel directly towards the wall in order to get around it. Keep the accelerator pressed down and make a very sharp right turn to bring you in line with the finish. If you release the accelerator here, because you are going too fast towards the wall, you'll not have the power to make a sharp enough turn, it's a case of all or nothing.

#### stunt mode

Watch out for the sun flare while doing aerial tricks here, it can easily put you off at the critical point of the stunt.

**8.** The rings on the start straight will take you directly towards a rather hard brick wall, so if you decide to follow them, be sure to make a sharp right turn as you go through the last ring. **9.** There's a little space here for doing stunts in this area so try to pull off a few Handstands, Standing Somersaults and a bit of Backwards Riding before you reach the jump. **10.** Hit the jump in the centre as there are a couple of rings behind it which will give you a few extra points. I wouldn't recommend going for a Double Flip on this ramp as you'll probably end up head first in the water with your machine on top of you. **11.** The final ramp is positioned just after this corner but, if you keep your speed up around the corner, you'll be able to pull off a high scoring manoeuvre with relative ease.



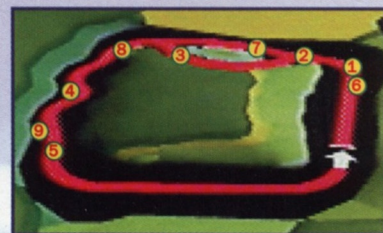


## track three DRAKE LAKE Track Three

**Location:**  
Lake  
**Wave Difficulty:**  
None  
**Track Difficulty:**  
Medium

### championship

You start track 3 surrounded by a thick blanket of fog which gives you an impression of what it would be like for Stevie Wonder to ride a jet ski. You can hardly see a thing



for the first lap of Drake Lake but once onto the second lap the fog will lift, revealing beautiful, still water with perfect reflections. The only way to get through the first lap is to watch out for the buoys, try squinting your eyes!

**1.** Follow the buoys on the opening straight and turn to the left about a second after the last buoy. If you turn too early or too sharply, you'll run straight into the bank before you know what hit you. **2.** You'll see a yellow buoy loom up at you from the fog which you must keep to the left of. Just after this buoy is an island which splits the water into two channels. Stay to the left channel but keep an eye on the bank, as it comes out towards you just before the next left hand turn. **3.** Watch out for the weeds just before the buoy on this corner as they will slow you down. Also, keep tight to the inside of this turn, as this will set you up to attack the chicane section. **4.** Take the chicane area at full speed, unless you are playing with Dave Mariner. As long as you change direction immediately after passing a buoy, you should make it through this area relatively unscathed, even when the fog is heavy. **5.** This area is extremely tough, especially when you are playing on the hardest setting. Not only do you have to get around several cunningly placed buoys, you will also have to dodge the mooring posts positioned in and around this area. This is practically impossible on the first

lap so I'd suggest you forget about trying to get the buoys and just stick close to the bank on the right, so that you miss this section completely. This can only be done for the first lap as you will get two crosses for missing the buoys. You'll find this section easier once the fog has lifted but I wouldn't recommend going through it at full speed.

### stunt mode

Drake Lake provides the most challenge on any of the Stunt Mode tracks as the fog does not lift, making it extremely difficult for you to line up for the ramps and see the rings, so forget about the rings and concentrate on the stunts.

**6.** Try to fit in as many Standing Somersaults as possible in this area as you can get over five hundred points at a time. However, if you try to do the same stunt two times in a row, you will only be awarded ten points, even if you complete it. In this case, it is best to split the higher scoring stunts up with a few quick Handstands in between. **7.** If you hit the island during the middle of a stunt you will usually take a fall, stick to the right of it and pull off a few more tricks. **8.** Once around the corner keep to the right but not too close to the bank, if you're far enough over and hit the ramp go for a Double Flip. This ramp is followed by another two ramps directly behind it so keep as straight as possible to hit them. You won't have enough speed for a Double Flip on the remaining ramps so go for a Sideways Roll or a Single Flip. **9.** Stick to the right of this section and try and build up a few more points as you won't make any points for flying through the centre and impaling yourself on a mooring post.

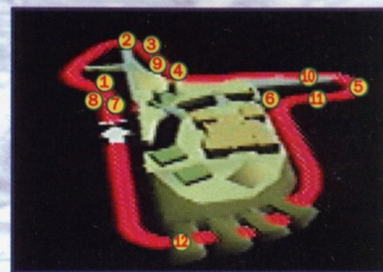


## track four MARINE FORTRESS Track Four

**Location:**  
Ocean  
**Wave Difficulty:**  
Medium  
**Track Difficulty:**  
Medium

### championship

The Marine Fortress track contains the roughest seas you have come across yet. The effect is amazing as the huge waves smash up against the old sea walls and try to take you with them. The choppy water is the main thing you'll need to get to grips with, as well as the fiendish track design.



**1.** Directly in front of the start line is a sea wall which jets out from the wall to the right. The first buoy is to the left of it and slightly forwards, leaving a small gap for you to get through. When you hit the huge wave which is always there, turn to the right to get a good position for the next corner. With practice you'll be landing within inches of the wall and steaming off for the corner in no time at all. **2.** Keep close to the inside of the corner but don't make any sharp turns. The angle on leaving the corner should be quite wide so that you are set up to go directly between the next set of three buoys. **3.** Start turning early on the third buoy so that you can take a wide line around the crates floating in this extremely rough section of water. You will hit another huge wave before you reach the corner which should allow you to jump over the last few crates. Take the corner as sharply as possible, as you will need to stay on the inside of the next two red buoys on the other side of the wall. **4.** Once again, turn early on the second buoy here or you'll find yourself having a very close relationship with the wall. You should catch the surf here which will give you some extra speed for the following long sweeping bend which is perfect for overtaking. **5.** Although this corner looks sharp, you can take it nice and smoothly as there are no obstructions on the outside. Just make sure you watch out for the marker buoys. **6.** This canal will open up on the second lap, allowing you to take a huge shortcut. If you are leading the race the gate may still be closed as you turn the corner but you will make it if you head straight for it, trust me! The water in the canal will rough you up a little bit and try to throw you into the walls, so keep to the centre and don't let go of the throttle.

There are two crates in this canal which need to be avoided at all costs, the first is on the left near the entrance and the second near the exit on the right. You can use the waves to jump the obstacles but make sure you change direction in the air or you'll lose it when you land.

### stunt mode

Try to get extra points on Stunt Mode by hitting the larger waves and flipping off them. This is quite a tricky manoeuvre but with practice you'll be able to pull it off, boosting your score considerably. Wait until you have just hit the wave and quickly decide whether or not it will launch you high enough for a Single or Double Flip. If you decide it will, then you will need to perform the move before you leave the wave for it to be successful.

**7.** There's just enough space before the sea wall to perform a Standing Somersault but don't go too fast. **8.** The second wave before the sea wall is just big enough to perform a Single Flip off, usually. Don't try any stunts on the first big wave as this will ruin your chances of performing a Flip here. **9.** Follow the rings through this area and get some Backwards Riding on the go before you cross the checkpoint. **10.** There's the chance to perform a Single Flip off one of the large waves by the floating crates so prepare yourself for the move. **11.** You will find the first ramp here just around the corner. Hit the ramp at an angle to the left and you should get more points for a Flip or a Sideways Roll. Only try a Double Flip if you are sure that you have enough speed and height. **12.** The final ramp is a definite opportunity to score some big points, go for a Double or a Single Flip followed by a Dive.





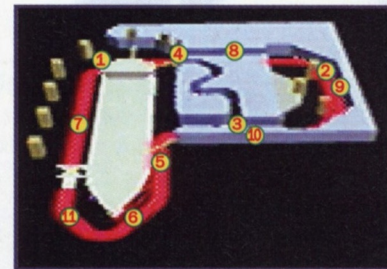
# track five

## PORT BLUE

### championship

Set in the depressing surroundings of an old industrial dock yard, Port Blue offers the hardest challenge in the game so far. The race is different on all difficulty modes as there is a water inlet which opens on the medium level. This gives you the opportunity to take a rather twisty shortcut or go around the easier long way. However, on the hardest setting the easy route is blocked off and you have to take the harder route, so you'll have to practice if you want to make it through.

**1.** Keep as close to these yellow buoys around the oil tanker as humanly possible as this will set you up to enter the water inlet at a good angle. If you can't see the first corner of the water inlet as you come around the ship, you will not make it through. If you are playing on the easy level, you don't have to stick to the buoys as much as you would if playing on the hard level as the tunnel will be directly in front after the corner. **2.** Watch out for the girders as you turn right out of the tunnel, there is one right in the middle of your path. **3.** The water inlet will rejoin the main track here so if you see any other riders coming out of it try to ram them into the side. Likewise, if you are coming out of the inlet and you see another rider in the tunnel, try to catch them and take them out. **4.** This shortcut will shave a few seconds off your overall lap time after a little practice. The inlet will snake around from right to left and then right again. It is not very wide so you'd be stupid to attempt to overtake in here. You will find that on the medium level the computer controlled opponents will nearly always take the shortcut which means you'll never win if you don't follow suit. **5.** The sea is extremely choppy next to the oil tanker and you are liable to be thrown into it, especially as you turn around the first red buoy. As you come down the tunnel, keep to the right of the buoy and then turn across it so that you don't turn too close to the ship. **6.** Take the ramp closest to the ship for a better time. Although taking the ramps further away will make the corner smoother, you will find that a quick turn will shave milliseconds off your time.



### stunt mode

There are plenty of points to be had by hitting the rings on this track as they are mostly linked up in straight lines. Make sure that you still fit as many stunts in as possible and also watch out for the metal barrels floating in the most annoying places.

**7.** Hit the first ramp in the centre and go for a Double Flip, but make sure that you land smoothly or you may get swallowed by the huge waves on landing. **8.** There's plenty of time and room for stunts through the tunnel so get that joystick thumb moving. **9.** These rings are relatively easy to link up so try doing a stunt at the same time to boost your points to maximum. Watch out for the barrel in the centre ring as you might just clip it. **10.** Once again, more time for stunts until you hit the oil tanker. Follow the rings around to the next checkpoint and take the corner close to the ship to set yourself up for the following ramps. **11.** The best way to score off the final three ramps is to take each one at an angle towards the next one and perform a Single Flip on each. This is the maximum you can get off these three ramps as Double Flips are virtually impossible.



# track six

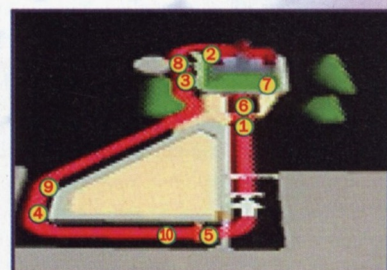
## TWILIGHT CITY

### championship

Twilight City, the first and only night time race in WaveRace 64 is a beautifully rendered and designed track that takes you around the narrow waterways of the city. This track has a number of jumps and too many mines. To win you're going to have to be pretty confident on your jet ski.

**1.** This jump will cut out a considerable amount of the first part of the course. On easy and medium levels the jump is set close enough to the wall to make it over in one leap.

However, on hard setting the ramp is set too far back to jump the wall so instead you must Dive underneath it. Make sure that you start your Dive early or you'll end up smashing your head on the bottom of the wall as you go under. **2.** This piece of sand against the wall can be jumped across to gain valuable seconds but makes it easy to just ride into the wall, be careful. **3.** Behind this ramp are a row of mines which can easily be jumped over. You can ride past the ramp and find a path through the mines to save a little time but it may not be worth the risk until you are an experienced rider. **4.** After the sharp left you'll see another ramp in front of yet more mines. Again you can opt to forget about the ramp to save milliseconds but I'd advise against it. **5.** The final ramp takes you over a jetty but if you miss it you can simply ride to the right and past the jetty, but you'll obviously lose some time.



### stunt mode

There's not much to be said about stunt mode on Twilight City as all of the jumps are in the same position as the race mode, but here are a few pointers which we think are worthwhile.

**6.** Don't attempt to clear the wall on this jump as you'll end up ploughing straight into it. You can try to go under the wall if you like but this is not advised as there are more points to be earned by performing a Double Flip and going around the outside. **7.** Get as many basic stunts in as possible in this area before the next jump. **8.** Don't try a Double Flip off this ramp as you are more than likely to end up head first on a spiky mine. **9.** Link the rings here for some bonus points and try doing some stunts at the same time. **10.** The two ramps on the home stretch are perfect for the big scoring moves but make sure that you clear the mines on the first one and the jetty on the second.





## track seven GLACIER COAST Track Seven

**Location:**  
Ocean  
**Wave Difficulty:**  
Medium  
**Track Difficulty:**  
Medium

### championship

You can only get to play the Glacier Coast track if you come first on the tracks of medium difficulty setting, I guess you won't be seeing it for a while. The reason you can't play it until the hardest level is because it's one of the hardest tracks in the game. It takes place on and around an iceberg somewhere near the North Pole, I think. I was going to illustrate this course with Dave Mariner but I couldn't get around the first corner so



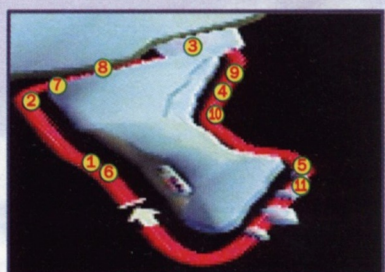
for the first tip, don't use fat bloke.

**1.** There are three ice ramps to the right which you will need to take to get between the buoys. They are not very high so try to keep the jet ski as low as possible to keep your speed up. **2.** There is an ice burm on this corner which means you can take it at quite a high speed but make sure that you turn sharply enough to follow it through. If you don't turn correctly you'll slip off to the side and wipe-out into the wall. **3.** You have to cross this patch of ice as there is no way around it. Keep as close to the wall on the right as possible and start turning towards it as soon as you hit the ice. **4.** Watch out for the huge balls of ice placed around the buoys in this area before the jump. **5.** Make a sharp right after the jump and you will come onto this chicane section made out of buoys. You can keep an almost straight line through this area but turn towards the buoys slightly as you hit the ice patches next to them.

### stunt mode

The one thing to watch out for when performing stunts on Glacier Coast is that you don't hit a patch of ice. If you do run over some ice when doing a Handstand for instance, you'll end up being thrown from your ski and you can't afford to fall off in Stunt Mode.

**6.** A Single Flip can be performed off each of these three ramps to score some good points at the start of the race. Try to get through the rings whilst performing a Flip to get even more bonus points. **7.** If you get the three rings on the ramp, make sure that you take the ice burm, you will be directed through another couple of rings. **8.** Pull off a Standing Somersault in this alley but make sure that it is completed before you hit the ice patch. **9.** The rings here are easily linked for a good score but watch out for the ice balls dotted around. **10.** This ramp is big enough to perform a Double Flip but make sure that you are pointing away from the wall when you hit it. **11.** Forget about linking the rings in this area. Instead, go for as many stunts as you can before you cross the finish line.



## track eight SOUTHERN ISLAND Track Eight

**Location:**  
Ocean  
**Wave Difficulty:**  
Medium  
**Track Difficulty:**  
Hard

### championship

The Southern Island race takes place around a beautiful southern island, funnily enough. This has to be one of my favourite courses as each lap is different, due to the extreme tide changes. This means that you have to watch out for sand banks on corners and dodge obstacles that were not previously there, making this track the most difficult challenge in the game.

**1.** The opening stretch is just a straight run through a couple of buoys but keep close to the first corner, so you can take a clean line through the sunken trawler. The tide will go out on the second lap and you'll have to jump the trawler, so make sure you hit the centre of the ramp or you may connect with one of the masts. **2.** The sea gets extremely rough after the jump and you'll have to make your way through the buoys whilst struggling against the surf. Try to get your jet ski onto the crest of the waves as this will make your steering a little lighter. **3.** The swell in this area is huge but it can help you jump over the wooden posts sticking out of the water. On the first lap, try to keep to the centre as you hit the waves so that you can take the jump just after. **4.** This ramp can only be used on the first lap as the tides will be too low on the following laps. To shave a few seconds off your time and make up a few places, hit the ramp and dive underneath the jetty when you land. **5.** Dodge the ramp on the second and third lap and keep to the left as you will be able to ride directly underneath the jetty. Keep as far to the left as possible so that you can cut the final corner. **6.** Watch out for the sandbanks appearing as the race goes on, as you will need to adjust your cornering so as not to lose any speed.



### stunt Mode

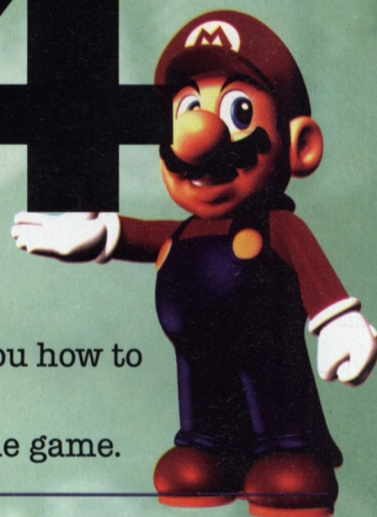
Performing stunts around Southern Island is made even more difficult because of the size of the waves. However, this may also help in scoring some extra points if you are quick enough to pull off an aerial stunt, as you hit a wave that is large enough to launch you into the air. The Stunt Mode takes place on the first lap so some of the obstacles won't be as dangerous as they could be.

**7.** Perform a quick move at the start then hit the power and go to the right of the rings. You will hit three large waves but don't attempt any moves until you are onto the third one. A Dive is probably the best move to use as you don't want to take any risks at this early stage. **8.** You still have to get through the ship so take the first corner as tightly as possible. Once through the ship, line yourself up for the first ramp and pull off a Sideways Roll. The ramp is not high enough for a Double Flip so a Roll is the next best scoring move to try. **9.** Watch your line through the obstacles here as the waves roll from the right and push you into them. **10.** Behind the ramp is the jetty which you should not Dive under. For some reason you won't get any points for doing this on Stunt Mode, so instead do a Sideways Roll or a Single Flip. You will have to go around the jetty to get to the checkpoint but this will give you some time to notch up some more points.





# SUPER MARIO 64



**W**elcome back to the concluding part of the complete guide that'll take you step by step through the last eight courses and show you how to defeat Bowser in the last two boss levels, as well as exposing the remaining castle secrets allowing you to collect all 120 Power Stars within the game.

## course locations

Here's the final rundown on the locations for the last eight courses and how to reach them.



**Requirements:**

Basement Key

**Location:** Basement

**Directions:** Once inside the basement, follow the passage around to the right then head left to the dead-end and jump into the wall.



**Requirements:**

Basement Key & 30 Power Stars

**Location:** Basement

**Directions:** At the bottom of the stairs, walk through the door that required the basement key and around to the large star door on the left. Once through the door, continue along the corridor and jump into the water portal.



**Requirements:** Upper Floors Key

**Location:** First Floor

**Directions:** Once on the First Floor, walk around to the right and enter the door on the left wall. Inside the mirrored room, walk over to the end wall on the left and jump in.



**Requirements:** Upper Floors Key

**Location:** First Floor

**Directions:** Once on the First Floor, walk directly forwards then jump into the picture portal to the right.



**Requirements:** Upper Floors Key

**Location:** First Floor

**Directions:** On arriving at the First Floor, walk left around to the other side of the room and enter the picture portal directly below the staircase that leads to the Second Floor.



**Requirements:** Upper Floors Key

**Location:** First Floor

**Directions:** Once on the First Floor, walk around to the left and enter the first door on the right. Continue along the corridor and jump into either of the picture portals on the right and left.



**Requirements:** Upper Floors Key

**Location:** Second Floor

**Directions:** When you arrive on the Second Floor, perform a Back Flip to reach the clock face then jump in. The position of the second hand when Mario enters the clock face will determine the speed of the objects moving inside, jumping in while the second hand is on the hour will stop the clock mechanics altogether.



**Requirements:** Upper Floors Key

**Location:** Second Floor

**Directions:** Once on the Second Floor, walk over to the high platform on the right and use a Double Jump to reach the top, then jump through the hole in the wall and enter the hole in the floor.





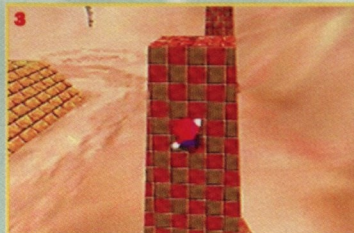


## COURSE 8

### Shifting Sand Land



#### In The Talons Of The Big Bird



**1.** From the start, walk around past the stone platform and over to the Box Maze. **2.** Carefully walk across to the other end of the maze whilst avoiding the boxes as they move around. Each box has a hollow in it that'll allow Mario to stand inside while it rolls over him. **3.** Once across the maze, head over towards the first pillar and walk up to the top. **4.** Wait for Klepto the Condor to fly in close then jump up and grab the Power Star from his talons.

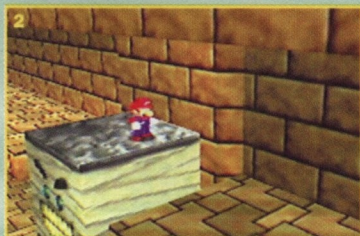
#### Shining Atop The Pyramid



**1.** Walk past the stone platform and across the Box Maze, then continue past the two pillars and around to the pyramid entrance. **2.** If you're picked up by the whirlwind, simply guide Mario over towards the pyramid entrance. **3.** Walk around the outside of the pyramid using the ledges to climb up to the Power Star. **4.** If the Wing Cap is available, you'll be able to fly across to the pyramid or you can use Koopa's shell from the '!' Block on the top of the stone platform and ride across to the Power Star.



#### Inside The Ancient Pyramid



**1.** Make your way over to the pyramid and enter. **1.** Inside, walk around to the Mummy Block on the right and perform a Back Flip onto her head, then jump off onto the first ledge. **1.** Continue along the ledge and use the pole to reach the second ledge, then use the overhead mesh to swing across the sloped section. Climb up onto the next ledge and continue climbing to the top of the pyramid, use the small alcove to evade the rolling block. **1.** Jump onto the second Mummy Block and ride across to the opposite ledge and the third Power Star.



## 4

### Stand Tall On The Four Pillars (Wing Cap Required)



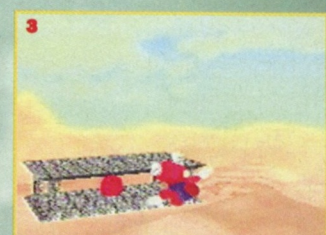
**1.** Use a Triple Jump to reach the Red Cap Block on the stone platform then use the Wing Cap and fly across to the nearest pillar, use an overhead view for a safe landing. **2.** Stand on the pillar then fly across to the next pillar on the right and land. Now fly across and land on the last two pillars before the Wing Cap expires. **3.** When Mario makes it to the last pillar, the top of the pyramid will explode revealing a new entrance. Walk or fly to the top of the pyramid then jump into the hole. **4.** Once the cage has been lowered, jump into the tunnel and follow it to Eyerok's lair then climb around the stones to awaken him. **5.** Whilst avoiding his fists, Mario must punch or dive into Eyerok's eyes when they are open. Repeatedly attack Eyerok and eventually he'll release the forth Power Star.



## 5

### Free Flying For 8 Red Coins (Wing Cap Required)

**1.** From the start, walk away from the stone platform along the narrow ledge to collect the first Red Coin. Avoid standing on the slope, it'll make Mario slide into the quicksand. **2.** Head over to the stone platform and punch the second large wooden block to expose the second Red Coin. Continue onto the Box Maze and collect the third Red Coin, then head to the other side of the maze and collect the Red Coin from the pool. **3.** Talk to the Bob-omb Buddy who'll prepare the cannon then head back across the maze to the cannon. Collect the Wing Cap then enter the cannon and fire Mario up into the sky to collect the final four Red Coins floating around the pyramid. When you have all eight Red Coins the Power Star will appear on top of the stone platform.



... Collect the Wing Cap then enter the cannon and fire Mario up into the sky to collect the final four Red Coins floating around the pyramid. When you have all eight Red Coins the Power Star will appear on top of the stone platform.

### Pyramid Puzzle

## 6

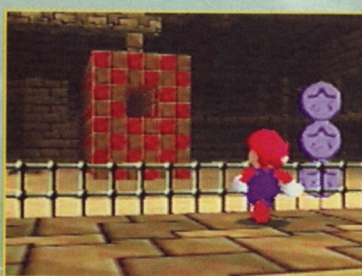


**1.** Make your way around to the pyramid and enter, inside there are five special coins that Mario must collect to expose the sixth Power Star. Climb to the top of the pyramid and stand on the platform previous to the one where the third Power Star was located. Now guide Mario through the gap in the brickwork, down onto the small ledge below to collect the first special coin. **2.** Use a close in view and look down to find the lower ledge and the second special coin on the other side of the sandfall, then jump down and collect it. **3.** Collect the third special coin from the next ledge down then jump into the sand stream. **4.** Make your way along the sand stream and collect the last two coins and the Power Star.

## 7

### Collect 100 Coins

Collect all Gold and Red Coins within reach and destroy all wooden boxes and Bob-ombs to expose extra coins. Use a Dive attack on the Pokeys (desert cactuses) who'll release Blue Coins. Collect the coins from the top of the pillars and between them,



then enter the pyramid (you must have at least fifty coins before entering the pyramid). Destroy all Gombas and perform a Butt-Stomp on the Blue Switch to activate the line of Blue coins, then climb to the top of the pyramid and collect the remaining coins.





## COURSE 9

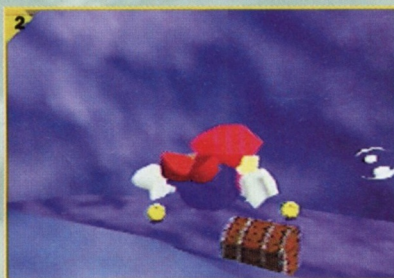
Dire,  
Dire Docks



### Board Bowser's Sub



**1.** As soon as you enter the water, swim down to the bottom whilst avoiding the whirlpool in the centre, then enter the tunnel and swim through to the submarine cavern. **2.** Inside the sub cavern, swim under the submarine to the ledge then climb out of the water. **3.** Step on the Purple Switch to activate the temporary blocks then use the blocks to board the sub. **4.** Walk around to the other side of the sub's hatch to find and claim the first Power Star.

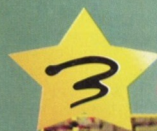


### Chests In The Current

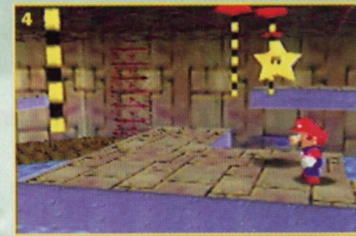
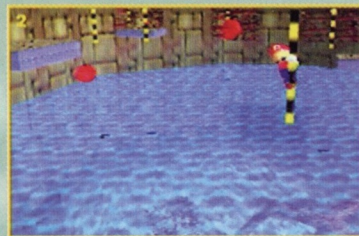
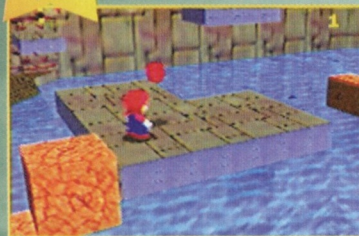


**1.** Swim down to the bottom of the cavern, avoiding the whirlpool, then swim over to the chest next to the red clam and open it. Use the air bubble inside to restore Mario's health meter. **2.** Now swim over

to the chest to the right of the tunnel that leads to the sub cavern and open it. If Mario's health meter starts to get too low, collect a few coins to replenish it. **3.** The third chest is located on the opposite side of the cavern, swim over and open it then swim over to the last chest in the centre of the cavern and open to expose the second Power Star.



### Pole-Jumping For Red Coins (Defeat Bowser In The Fire Sea)

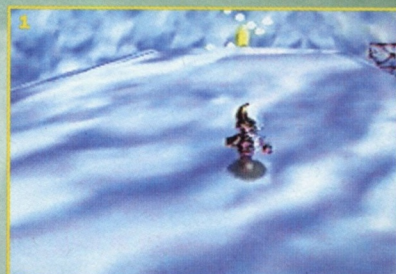
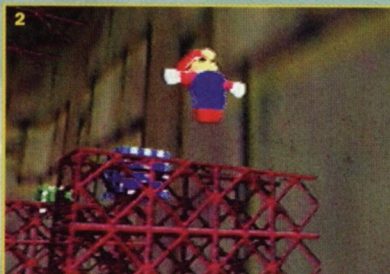
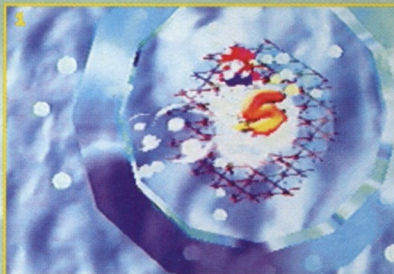


**1.** Swim down to the tunnel and through to the sub cavern then climb out of the water and head towards the Purple Switch. Hit the Purple Switch then climb the second set of temporary blocks up to the platform. Collect the first Red Coin then wait on the platform for a pole on the left to arrive. **2.** Use the pole to collect the next three Red Coins then return to the platform and use the pole on the right to reach the next platform. **3.** Use the set of poles on the left to reach the Blue Switch platform then continue across to the fifth Red Coin surrounded by the red mesh fences. Now return back to the Blue Switch platform and then back to the previous platform. **4.** Use the pole to the right and make your way over to the last three Red Coins. Once you've collected all eight Red Coins, return to the previous platform and collect the Power Star.



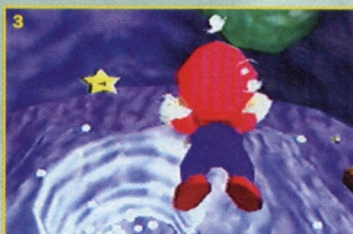
## 4 Through The Jet Stream (Metal Cap Required)

1. Swim through the tunnel into the sub cavern then guide Mario through five of the bubble rings rising up from the jet stream. This will make the Power Star appear at the bottom of the jet stream.
2. Climb out of the water and walk past the Purple Switch to the mesh fence. Using a Back Flip, jump over both fences then collect the Metal Cap and jump into the water.
3. Guide Mario directly to the base of the jet stream and collect the Power Star before the Metal Cap expires.



## 5 The Manta Ray's Reward

1. As soon as you enter the water, swim down to the manta ray but don't touch him. To expose the Power Star, Mario must follow the manta ray around the whirlpool and swim through five of his bubble rings in succession.
2. Don't worry about restoring Mario's health meter, every time he swims through a ring it'll be restored.
3. Once Mario has swam through five bubble rings, the Power Star will appear at the top of the whirlpool.
4. Carefully swim over and collect the Power Star but avoid swimming into the whirlpool, it'll suck Mario away before he can reach the star.



## Collect The Caps (Vanish Cap Required)



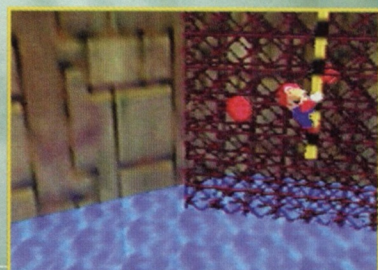
1. Swim through the tunnel to the sub cavern then climb out of the water and make your way over to the two Cap Blocks.
2. Jump the first mesh fence and grab the Vanish Cap from the

Blue Cap Block then jump into the water and guide Mario over to the sixth Power Star located inside the mesh cage at the bottom of the cavern.

3. Guide Mario directly inside the cage and grab the Power Star before the Vanish Cap expires.

## 7 Collect 100 Coins

1. Collect all coins in the whirlpool cavern then head into the tunnel and collect all the coins as you make your way to the sub cavern. Inside the sub cavern, collect all coins under the water then climb out and collect the line of coins before using the Purple Switch to activate the temporary blocks. Use the blocks and climb onto the platform then use the poles to collect all Red Coins. Don't forget to Butt-Stomp the Blue Switch and collect all the Blue Coins.







# COURSE 10

## Snowman's Land



### Snowman's Big Head



**1.** From the start, walk around to the right of the large Snowman then jump across the water to the ice wave section. **2.** Run down the path, jumping the waves, then use a Double or Triple Jump to reach the platform at the end. **3.** Follow the path around and up the Snowman until you reach the large penguin on the icy bridge. Wait for the penguin to approach Mario then jump onto his head, remain on the penguin's head to get to ride across the bridge without getting blown off by the Snowman's breath. **4.** Continue to follow the path to the top of the Snowman where the first Power Star is waiting.



**1.** Walk around the large Snowman again to the icy platform where the Bully is waiting. Mario must knock the Bully into the icy water below to expose the second Power Star. **2.** Wait at the side of the icy platform for the Bully to attack, then perform a Back Flip over him and knock him forwards. Continue to knock him forwards until he falls into the icy water and releases the Power Star. **3.** When the Bully has been dealt with, the Power Star will appear in the centre of the icy platform.



### In The Deep Freeze



**1.** From the start, head over to the ice block on the left where the third Power Star is contained. **2.** Walk around to the right of the ice block and jump into the cut out that goes all the way through the block. **3.** Now use a close in view to find the small ledge above Mario then perform a Double Jump or Back Flip to reach it. **4.** From the ledge, jump onto the top of the ice block then drop down the hole above the Power Star to collect it.



## 4

### Whirl From The Freezing Pond

**1.** Walk around to the right of the large Snowman again and jump across to the ice wave section. Destroy the Spindrift then stand on the far edge and wait for the Spindrift in the water to approach. **2.**



Jump on the Spindrift as it rises out of the water and float across to the ledge on the other side of the water. If you jump on the Spindrift and don't make it across to the ledge you'll have to exit the course and start again. **3.** Once on the ledge, jump up and hit the '!' Block to the left of the sign to reveal the fourth Power Star.

### Shell Shreddin' For Red Coins

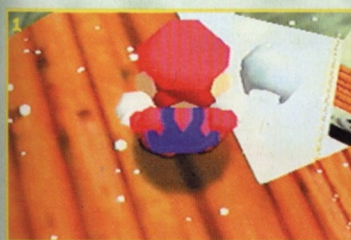
## 5



**1.** Head around to the left of the large Snowman and collect the first two Red Coins, then use the Spindrift as before to reach the ledge where the fourth Power Star was located. **2.** Smash open the '!' Block to the right of the sign to expose Koopa's shell, then jump on. **3.** Follow the path to the right and collect the next four Red Coins, then head to the icy water below the Bully's platform. **4.** Collect the remaining two Red Coins below the icy platform then return to the start area and collect the Power Star. Don't attempt to collect the last two Red Coins without the aid of Koopa's shell.

### Into The Igloo

## 6

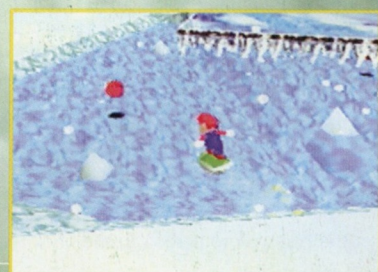


**1.** There are two ways Mario can reach the igloo that's located below the icy bridge. He can either walk up to the icy bridge and use the penguin to get past the Snowman's breath, then drop down to the igloo, or he can use Koopa's shell and ride up it. **2.** When you reach the igloo, Mario must crawl through the small hole to enter. **3.** Inside, walk over to the Blue Cap block in the far right corner and perform a Back Flip over the ice wall. **4.** Collect the Vanish Cap then walk back towards the entrance and collect the Power Star before the cap expires.

## 7

### Collect 100 Coins

Collect all the coins around the large Snowman, this includes destroying all Spindrifts, Mr Blizzards, Boo Buddys and the Fly Guy. Then collect all eight Red Coins before entering the igloo. Destroy all Spindrifts and Goombas inside the igloo then use the Vanish Cap to collect the remaining coins.





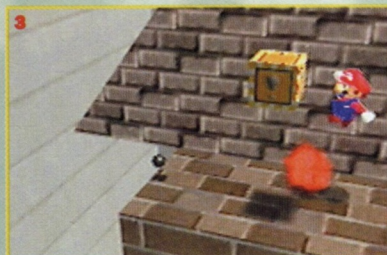
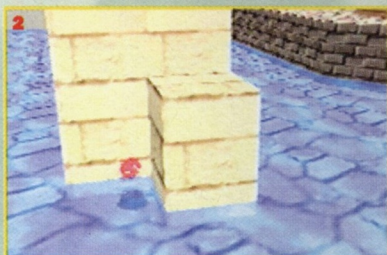


# COURSE 11

## Wet-Dry World

1

### Shocking Arrow Lifts

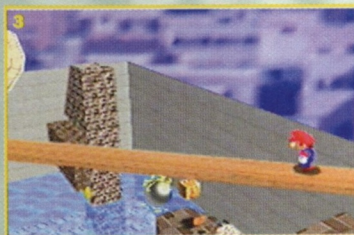


**1.** From the wooden platform at the start, dive into the water and swim down to the first crystal tap below the curved ramp. **2.** Touch the crystal tap to drain the water then walk around to the small, stepped column and step

into the corner where there's a secret teleporter. **3.** Once Mario has been warped up to the cannon, guide him down to the '!' Block below then smash it open to reveal the first Power Star.

### Top O' The Town

2

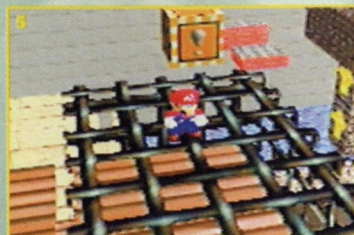


**1.** Dive into the water and swim over to the curved ramp. Climb to the top of the ramp then head over to the crate below the '!' Block and push it to the left so Mario can use it to reach the ledge above. **2.** Once the crate is in place, jump onto it and perform a Back Flip to reach the ledge above, then perform another Back Flip to reach the next ledge. **3.** Quickly run past the Chuckya and jump onto the plank then carefully walk across to the platform whilst avoiding the AMP's buzzing around. **4.** Now jump onto the spinning platform and across to the '!' Block, smash it open and collect the second Power Star.

### Secrets In The Shallows & Sky



**1.** In order to expose the third Power Star, Mario must uncover five hidden numbers within the course. From the start, dive into the water and swim back down to the first crystal tap. Touch it to drain the water away then walk around to the other side of the level to the '!' Block and crate **2.** Push the crate under the '!' Block to reveal the first hidden number then jump onto the crate and hit the '!' Block to reveal the second hidden number. **3.** Jump out of the water, onto the brick ledge and push the crate into the wall to reveal the third hidden number, then use the Heave-Ho to flick Mario up onto the upper ledge. **4.** Use the next Heave-Ho to flick Mario up to the next ledge then use a Back Flip to reach the top of the brick pillar. Hit the '!' Block to reveal the fourth hidden number then jump down and head over to the Purple Switch. **5.** Stand on the Purple Switch to activate the temporary blocks. Use them to climb to the top of the cage then hit the '!' Block to reveal the fifth and last hidden number. **6.** From the top of the cage, jump across to the brick ledge, then walk down the slope to the crystal tap. Once the level has been refilled, swim back to the start area and collect the Power Star.





## 4

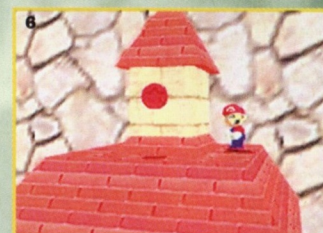
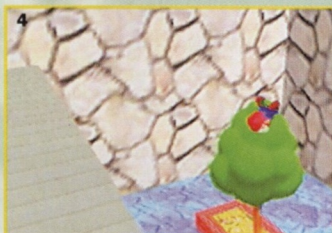
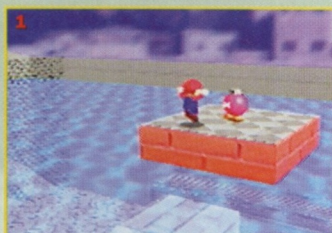
### Express Elevator - Hurry Up

**1.** Dive into the water and swim down to the crystal to drain the level, then walk over to the large wooden block at the base of the cage and smash it to pieces. Now use the Heave-Hos and the Purple Switch and climb up to the top of the cage. **2.**

Once on the cage, jump onto the wooden platform on the right. As the platform begins to descend, jump off down to the base of the cage, using a Butt-Stomp to break Mario's fall. **3.** Quickly enter the cage and use a Back Flip or Wall Kick to get onto the platform before it rises back up to the Power Star.



**1.** Head up to the crystal tap on the slope near the top of the cage and touch it to raise the water level. Then swim out to the wooden board below the platform that the Bob-omb Buddy is stood on. Perform a triple jump onto the platform then talk to Bob-omb Buddy and get him to prepare the cannon. **2.** When the cannon is ready, climb the slope to reach it then climb in. Aim the sights towards the cage in the far corner (as shown) then fire Mario from the cannon. Once inside the cage, swim down the tunnel to the lower level where the Red Coins are located. **3.** As soon as you enter the lower level, swim down to the bottom and touch the crystal tap to drain the water. Walk over to the small wall in the centre then jump up and smash the wooden block open to expose the first Red Coin. Jump up the next step then walk out on the narrow walls to collect the next two Red Coins from the wooden blocks at the end. **4.** Climb to the top of the tree in the corner and perform a handstand, then jump off and onto the roof of the grey building, smash the wooden block open and grab the fourth Red Coin. Head over to the cage in the corner and use it to help Mario Wall Kick his way to the top of the building on the left. Now smash the block and take the fifth Red Coin. **5.** Guide Mario over to the green flower bed and use the two walls to Wall Kick Mario to the top where the next two Red Coins are waiting to be collected. **6.** Return to the tower where you found the first Red Coin and perform a Back Flip onto the roof, collect the eighth Red Coin then drop down and take the Power Star.



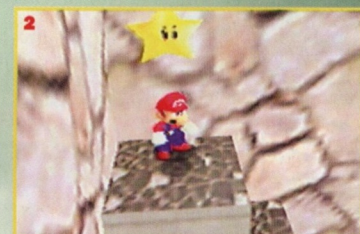
### Go To Town For The Red Coins

## 5

## 6

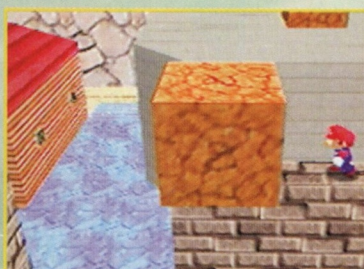
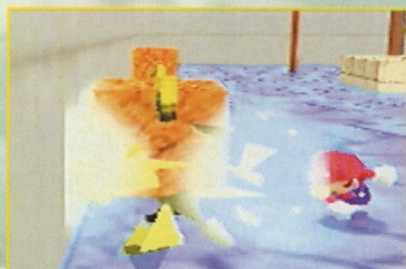
### Quick Race Through Downtown (Vanish Cap Required)

**1.** Return to the lower level and touch the crystal tap to drain the water, then walk past the green flower bed to the Blue Cap block. Hit the block and collect the Vanish Cap then head straight for the Purple Switch behind the red roofed building. Because Mario is wearing the Vanish Cap, he is able to walk through the courtyard walls. **2.** Once the switch has been depressed, walk directly to the cage in the corner and enter. Quickly jump onto the wooden block then Back Flip up to the next step, continue to the top and claim the Power Star.



### Collect 100 Coins

Start by draining the water then collect the coins from all the wooden blocks, Skeeters and the '!' Block. Activate the Blue Switch and grab coins, then continue to the top of the level and collect the remaining coins, including the ones in the '!' Blocks. When all coins from have been collected from the upper level, venture down to the lower level and collect any coins required.



## 7



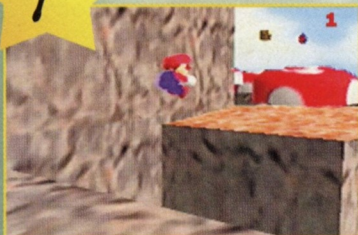


# COURSE 12

## Tall, Tall Mountain

1

### Scale The Mountain



**1.** Mario must follow the path around and up the mountain to the Power Star. Use Long Jumps to get across the first two gaps then run past the moles and the Chuckya, continue across the bridge then jump across to the log. **2.** Jump onto the left hand side of the log and roll it towards the waterfall while walking across to the other side. Jump off the log and follow the orange path around and down to the overhead vines. **3.** Across the overhead vines, follow the path to the next gap where you'll have to perform another Long Jump. **4.** Carry on up the mountain past the next set of Goombas then across the narrow bridge in front of the waterfall and up to the Power Star.

### Mystery Of The Monkey Cage (Star #1 Required)

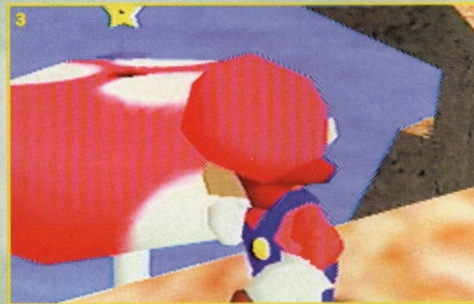
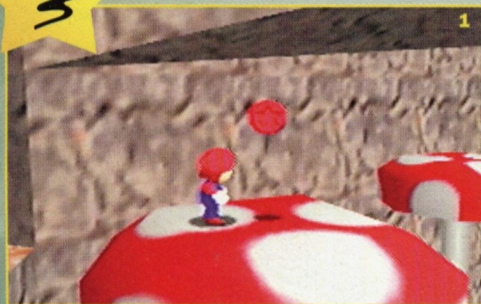
2



**1.** Make your way to the top of the mountain again to meet Ukkiki the monkey, he's got the key to unlock the cage that contains the second Power Star. Grab hold of Ukkiki and he'll agree to unlock the cage if you let him go. **2.** Once the cage has been unlocked, jump down to the bottom of the waterfall and collect the Power Star from the ledge.

3

### Scary Shrooms, Red Coins



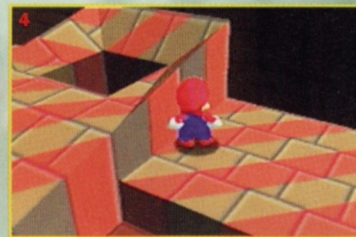
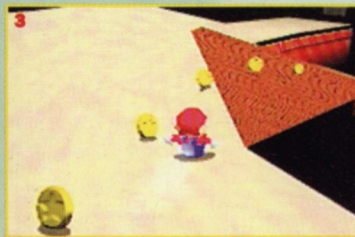
**1.** From the start, follow the path up the mountain to the field of mushrooms. Jump across onto the mushrooms and collect the first four Red Coins, then continue up the mountain to the moles. **2.** Climb the ledges above the moles and collect the last four Red Coins, then climb back down. **3.** From the same ledge as the moles, Mario must perform a Long Jump across to the large mushroom and the Power Star.



## 4

### Mysterious Mountainside

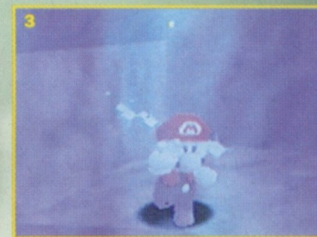
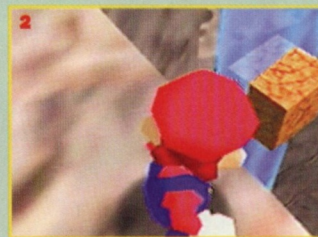
**1.** Climb up the mountain and jump across the large gap in front of the waterfall then continue further along the path to the line of coins. Now jump through the secret portal in the mountain face, it'll take you to the slide inside the mountain that leads to the fourth Power Star. **2.** Jump onto the slide and during the descent to the bottom, use a distance view to allow Mario more time to prepare for the corners. This is not a race to the bottom and there is no time limit so you can take as much time as you like. **3.** After the fourth bend there is a wooden section to the right that Mario must follow, otherwise he'll come to a dead-end and a rather large drop. **4.** At the end of the slide, drop down the hole and collect the Power Star.



## 5

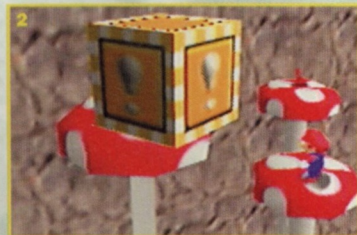
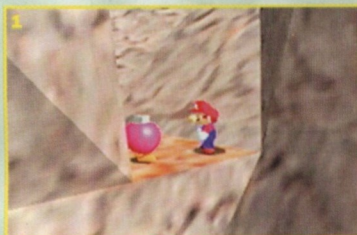
### Breathtaking View From The Bridge

**1.** Walk around and up the mountain to the Purple Switch. Stand on the switch to activate the wooden block below the line of coins and the block in the waterfall next to the cave containing the fifth Power Star. **2.** Quickly run across to the centre of the bridge then face the waterfall and jump across to the block. **3.** From the block, enter the cave and claim the Power Star.



### Blast To The Loony Mushroom

## 6

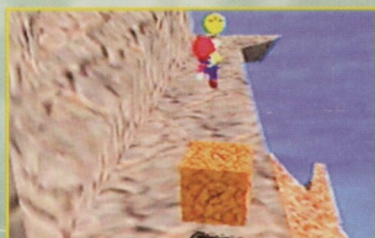


**1.** Climb up the mountain to Bob-omb Buddy, who's stood on the lower ledge just before the log, and talk to him. **2.** Once the cannon has been prepared, return back down to the field of mushrooms and jump across to the small mushroom in the middle. There's a secret teleporter there that'll warp Mario down to the narrow ledge that leads to the cannon. **3.** Carefully follow the ledge to the cannon and climb in. **4.** Aim the cannon directly in line with the Power Star above the large mushroom then upwards (as shown), now fire Mario across to collect the Power Star.

## 7

### Collect 100 Coins

Head straight for the portal and onto the slide to collect as many coins as possible. If you decide to collect coins from the slide last it'll make it difficult to collect the Power Star when it appears. After the slide, search the mountain for all coins possible, this includes destroying all Goombas, Bob-ombs and the Chuckya as well as collecting all Red Coins.







## COURSE 13

### Tiny-Huge Island

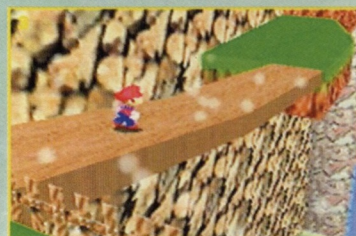


#### Pluck The Piranha Flower



**1.** Use the picture portal on the left to enter the course as big Mario. From the start, use a Long Jump and jump across to the second platform, if Mario falls in the water he'll be able to jump from the water onto the second platform. **2.** Whilst avoiding the fire balls, perform another Long Jump across to the next platform. If Mario's power meter gets too low he can replenish it by jump into the water. **3.** Once on the third platform, you can jump into the pipe to make Mario small if you wish, but it's not compulsory. **4.** Wait on the platform of the fire-spitting Piranha Plants to emerge from the grass, there are five of them in total that Mario must destroy to expose the first Power Star. As soon as a plant appears, approach it and punch the stalk before it gets the chance to use its fire attack.

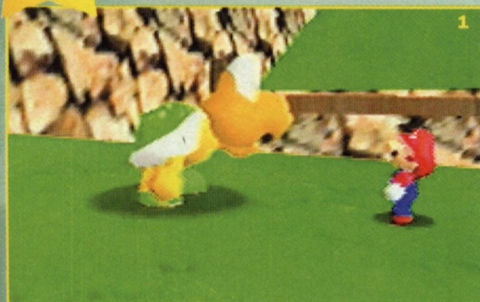
#### The Tip Top Of The Huge Island



**1.** This time, enter the picture portal on the right so Mario starts the course small. Head through the tunnel in the wall then swim across the water, swim close to the shore to avoid getting eaten by Bubba the fish. **2.** Use a Long Jump to get across the first gap then run and jump off the next platform into the thermal, it'll take Mario up to the next ledge. **3.** Continue past the pipe and across the windy bridge, then up the set of steps, stay to the right to avoid the large balls. **4.** Keep Mario small and continue past the next pipe, then jump up the set of steps and continue across the plank. At the top of the long slope, smash the '!' Block open and grab the Power Star.



#### Rematch With Koopa The Quick (Stars #1 & #2 Required)



**1.** Once through the tunnel in the wall, follow the path again towards the pipe. When you reach the pipe, continue to the right past the chute depositing the large balls and around to Koopa. Talk to him to start the race back to the flag near the previous pipe. **2.** In order to keep in front of Koopa, you'll need to perform as many Long Jumps as possible. If Koopa gets to the flag before you, jump into the pipe twice then walk back to where you met Koopa and start the race again. **3.** When Koopa makes second place he'll hand over the third Power Star, damn right too.



## 4

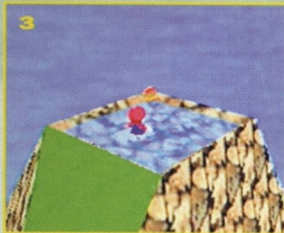
### Five Itty Bitty Secrets



1



2



3



4



5

**1.** To expose the Power Star, Mario must first uncover five invisible numbers that are hidden throughout the course, a task that can only be performed when he is big. Start the course with small Mario then head through the tunnel to the first pipe and jump in to make him big. **2.** Continue across the bridge and around to the chute depositing the large balls, then walk in front of it to uncover the first invisible number, now climb to the summit. **3.** At the top, walk into the middle of the water where the second invisible number is located, then climb back down to the tiny cannon hole and uncover the third invisible number. While you're there, talk to Bob-omb Buddy and prepare the cannon. **4.** Now head down into the water and swim across to the beach, climb to the top of the beach and jump to the right to snag the fourth invisible number, then walk over to the tunnel to snag the last number. **5.** To collect the Power Star, climb back up to the pipe near the top then drop down to the platform below where you took on the five Piranhas. Walk around to the Purple Switch and use it to activate the temporary bridge across to the fourth Power Star.

### Wiggler's Red Coins

## 5



1



2



3



4

**1.** Start the course as small and head for the cannon and climb in. Aim the sights directly at the tree on the upper ledge then up (as shown) and fire Mario out. **2.** From the tree, walk down to the bridge and across into the cave. **3.** Inside, collect the first Red Coin then jump across to the first pillar on the right and continue around the cave to the highest platform and the seventh coin. Use the overhead mesh to collect the coin and avoid the fire balls. **4.** Now use the overhead mesh and swing across to the last Red Coin in the far left corner, then jump down and claim the Power Star.

## 6

### Make Wiggler Squirm

**1.** Climb to the pipe near the top and make Mario big, then continue to the summit and stand in the water. Perform a Butt-Stomp in the water to drain it away then return to the pipe and shrink Mario. **2.** Climb back up to the summit and jump into the hole where the water used to be, this'll take you to Wiggler the caterpillar who has the sixth Power Star. **3.** Once inside, drop off the platform and begin your attack. Mario must Butt-Stomp Wiggler three times before he'll release the Power Star.



1



2

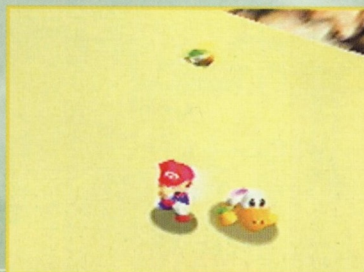


3

## 7

### Collect 100 Coins

Enter the course small and Butt-Stomp the Goombas at the start, they'll drop Blue Coins. Now head through the tunnel and onto the beach, attack Koopa for another Blue Coin. Continue to the top of the mountain, Butt-Stomping all creatures possible then use the pipe to make Mario big, now climb down the mountain, Butt-Stomping the smaller creatures. If you still need more coins, enter the cave and collect the Red ones.





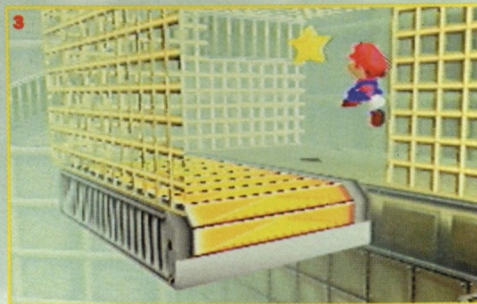
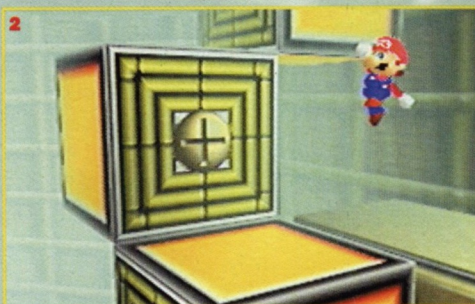
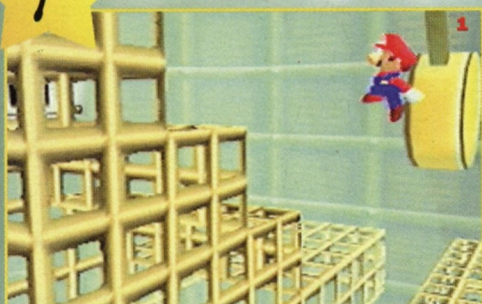


# COURSE 14

## Tick Tock Clock



### Roll Into The Cage

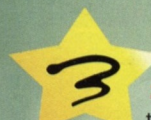
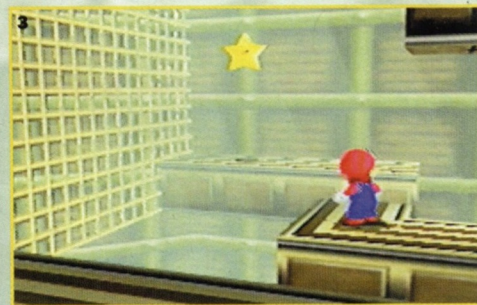
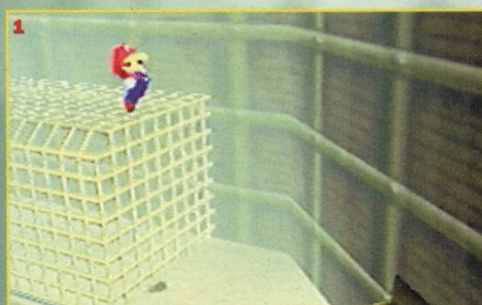


**1.** Enter the clock portal when the second hand is on the hour to stop the mechanisms working inside the clock. Inside, jump across the gap past the first pendulum, then climb the stairs and jump onto the conveyer belt. **2.** Jump onto the rotating block then across to the thin ledge and follow it to the next three rotating blocks. Use these to climb up to the next ledge. **3.** Continue to the conveyer belt and perform a Back Flip up to the ledge above, then continue climbing up to the next conveyer belt, now climb across the hexagonal gears and jump into the cage where the first Power Star is located.

### The Pit And The Pendulums

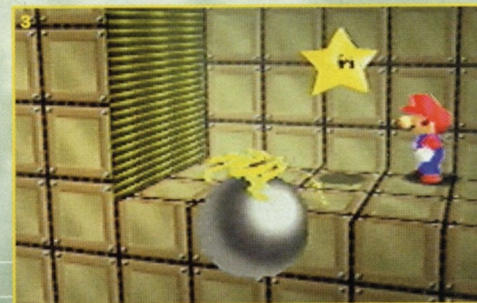
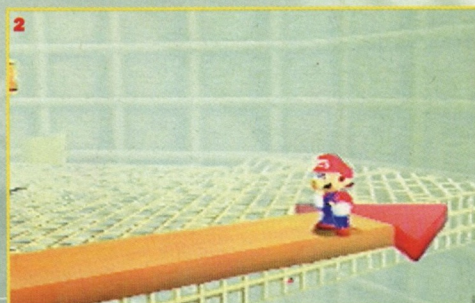


**1.** Enter the clock again while the second hand is on the hour and climb up to the cage where you found the first Power Star. Instead of jumping into the cage, use a Back Flip and jump onto the top of it. **2.** Continue along the ledge and Back Flip up to the next platform, then make your way past the AMP and climb up the pole to the platform above. **3.** Run past the Heave-Ho and jump across to the rotating platform, then carefully guide Mario across through the pendulums to the second Power Star.



### Get A Hand

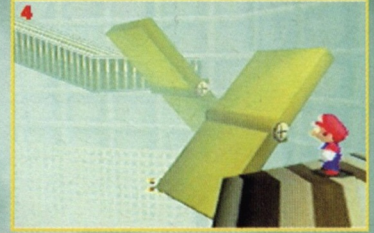
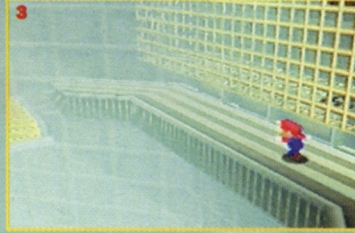
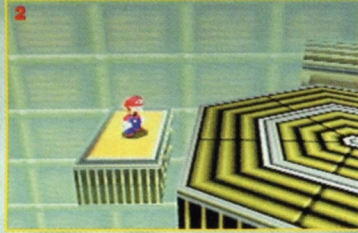
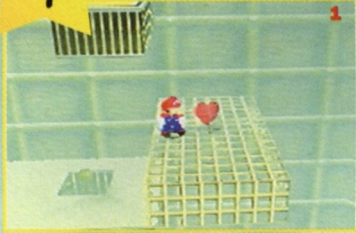
**1.** This time, jump into the clock portal when the second hand is pointing to the three. Follow the same route as before to the second '!' Block, this time you'll have to dodge the swinging pendulums. **2.** Wait on the platform for the minute hand to appear then step on it and ride across to the opposite ledge where the third Power Star is located. **3.** Try to avoid the AMP as you near the ledge then jump off and claim the star.



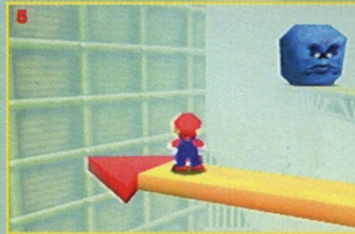


## 4

### Stomp On The Thwomp



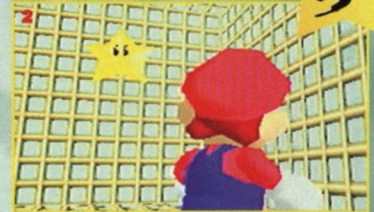
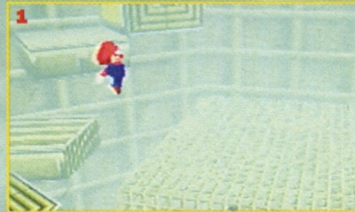
**1.** Jump into the clock face when the second hand is pointing to the three and follow the usual route towards the top. After climbing the pole, jump across to the cage on the right then onto the floating platform. **2.** Jump from the floating platform onto the hexagonal gear then across to the small path **3.** continue up the next set of rotating blocks then jump across to the path on the left. Carefully run past the section of sliding blocks once they have all retracted, then climb across the conveyers to the next path. **4.** When you reach the rotating platforms, jump onto the first one when it's horizontal then quickly jump onto the next one then across to the path. **5.** Wait for the triangular blocks to rotate then jump up to the next path and wait for the second hand to arrive. **6.** When the second hand appears, step on it and ride across to the Thwomp. Walk on the conveyor belt in front of the Thwomp and perform a Back Flip onto his head, now wait for the Thwomp to rise up then jump off and grab the Power Star.



### Timed Jumps On Moving Bars

## 5

**1.** Enter the clock face when the second hand is on the three and follow the usual route up the clock. After using the floating platform to reach the hexagonal gear, jump across onto the cage on the right. **2.** Now use the blocks in the wall to climb up and enter the cage above where the fifth Power Star is located.



## 6

### Stop Time For Red Coins

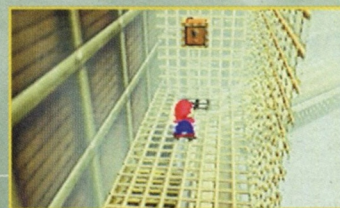
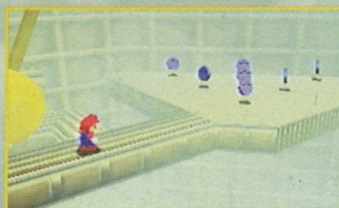
**1.** Enter the clock face when the second hand is on the hour to stop the clock's mechanics. Inside, head over to the platforms on the right and climb to the top collecting all eight Red Coins. **2.** When the Power Star appears, jump off the platform and grab it. **3.** If Mario falls from a platform, use the Spinning Heart at the bottom to restore his power meter.



## 7

### Collect 100 Coins

Start the course when the second hand is on the three. Inside, destroy the two Bob-ombs then drop down to the first '!' Block and collect the coins from inside. Climb towards the top, collecting the coins from the second and third '!' Blocks then continue to the pole and collect the line of coins. Continue up to the fourth and fifth '!' Blocks then head over to the pendulums near the second Power Star. Activate the Blue Switch and collect the Blue Coins. Continue to the top collecting all coins from the remaining '!' Blocks.







# COURSE 15

## Rainbow Ride



### Cruiser Crossing The Rainbow



**1.** Walk across the bridge and onto the carpet to begin the journey to the spinning platforms. Jump the first block that's in Mario's path, then duck under the flame jet to avoid serious injury. **2.** When the carpet reaches the end of the rainbow, jump off onto the first spinning platform before it falls away below Mario's feet. Jump across to the second spinning platform on the right, then continue along the platform to the second carpet. **3.** Once on the second carpet, jump the first block and ride under the second. When you reach the platforms, jump off the carpet and run along them to meet the carpet at the other end. Use a punch to destroy the wooden block on the second platform. When you reach the end of the rainbow, jump onto the carpet on the left, this will take Mario towards the first Power Star. **4.** As you circle the large platform with the two arms, Mario must jump the arms to avoid being knocked off. Jump the next set of blocks then onto the wooden boards, quickly jump onto the next platform before they fall away. **5.** Continue across the plank onto the deck of the ship and collect the first Power Star.

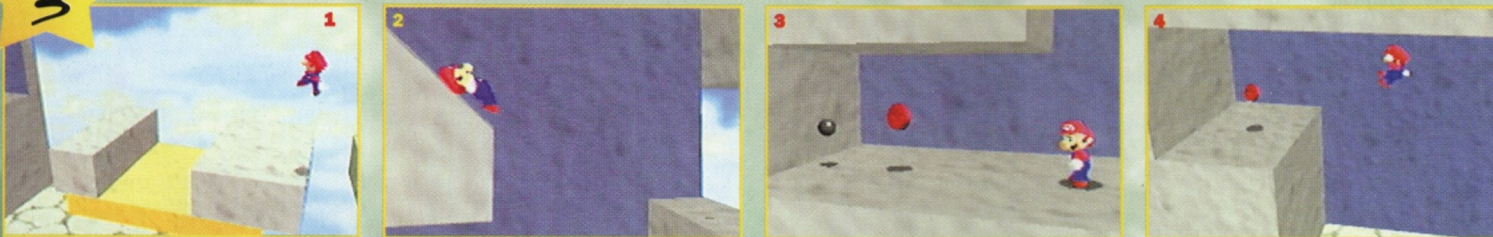
### The Big House In The Sky

2

**1.** Jump on the carpet again and make your way onto the second carpet. When you reach the next two carpets, jump onto the one on the right. **2.** The next set of obstacles are blocks that the carpet can pass through but Mario can't. Mario must jump onto the top of the blocks before the carpet moves away from underneath him. **3.** When Mario enters the house for the first time, stand him on the front left corner of the carpet then stand him on the front right corner of the carpet when he enters the house for a second time. **4.** As the carpet rises through the roof of the house, jump off and grab the second Power Star.



### Coins Amassed In A Maze

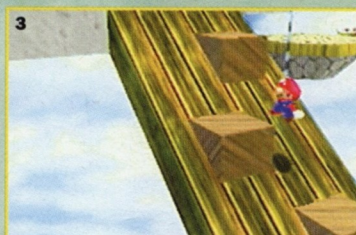
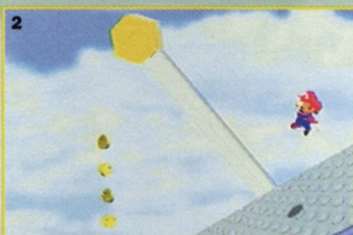
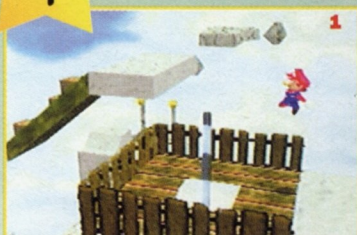


**1.** Use the carpet to reach the first spinning platform then jump across to the opposite spinning platform and continue over to the maze where the Red Coins are located. **2.** Once in the maze, use Back Flips to climb up the first gap, then jump over the wall and collect the first Red Coin. Drop down and enter the maze again and climb back up the first gap. At the top, Back Flip onto the slope then jump up and grab the second Red Coin. **3.** Climb up the second gap in the maze and jump across to the left to the next three Red Coins, then drop down and collect the sixth and seventh Red Coins. **4.** Perform a Long Jump to reach the last Red Coin then drop down and claim the Power Star.



## 4

### Swingin' In The Breeze



**1.** Return to the four spinning platforms then follow the path to the left. Slide down the pole then continue onto the tilting bridge. **2.** Tilt the bridge to enable Mario to reach the block then wait for the swing to arrive and jump on it. Jump off at the other side and continue across the next tilting bridge and temporary

wooden platforms. **3.** Use the wooden blocks to climb to the top of the slope then jump onto the next swing to reach the next platform where the Power Star is waiting for the taking.

## 5

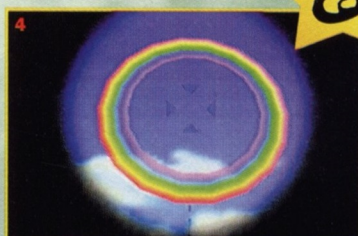
### Tricky Triangles

**1.** Follow the same route you used to reach the fourth Power Star but when you reach the wooden slope, keep moving along the platform to the Purple Switch. **2.** Stand on the switch then quickly jump across onto the square platforms and climb to the top before they turn upside down. **3.** Once at the top, walk out onto the platform and grab the Power Star.



### Somewhere Over The Rainbow

## 6

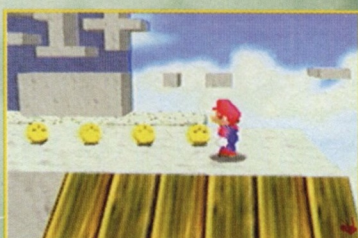
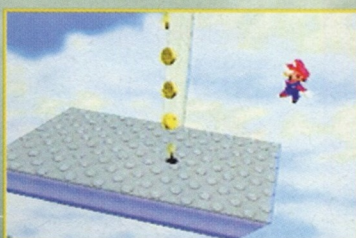


**1.** Make your way over to the maze where you collected the Red Coins and walk over to the far end of the platform where the Spinning Heart is located. Using Wall Kicks, Mario must jump up to the top then talk to Bob-omb Buddy who'll prepare the cannon. **2.** Return to the spinning platforms then head over to the second and make your way over the ship. **3.** Once on the deck, jump up onto the back section and climb the cannon. **4.** Aim the cannon sights directly in line with the pole on the platform beyond the circular rainbow then adjust the sights upwards (as shown), when the cannon is lined up, shoot Mario across to the platform. Whilst avoiding the Chuckya, Mario must smash open the '!' Block to expose the sixth Power Star.

## 7

### Collect 100 Coins

Collect the coins from the first circular platform, but don't stay off the carpet for too long as it'll soon disappear. Collect the coins from the spinning platforms then head over to the maze and collect all the Red Coins. Butt-Stomp the Blue Switch at the far end of the Maze then use Wall Kicks to reach the top and collect the Blue Coins. Head over towards the Purple Switch and collect the coins from the wooden platforms, then return to the spinning platforms and use the carpets to reach the house. Return to the spinning platforms then head over to the ship and collect the remaining coins.





## BOWSER IN THE FIRE SEA



### In Search Of Bowser (Star #1 From Course 9 Required)

After collecting the first Power Star from course 9 (Dire, Dire Docks), the entrance to Bowser In The Fire Sea will appear in the floor in front of the water portal for course 9.



**1.** Climb onto the cage and ride it across the lava, jump over the block in your path then jump onto the first square platform. Jump across to the second square platform then wait for the cage to resurface and jump back onto it. Continue across to the platform where the Bob-omb is waiting, then follow the wire mesh path up to the first Red Coin. **2.** Once you have the first Red Coin, return back to the platform then head past the Spinning Heart to the pole, use the pole to reach the upper platform and the second Red Coin. Continue across the tilting platforms to the next pole and climb up into the cage, use a Double Jump to reach the third Red Coin in the corner. **3.** Step onto the grey elevator block then quickly step off as it rises up. While the elevator block is out of the way, drop down through the gap to reach the fourth Red Coin, remember to use a Butt-Stomp to break Mario's fall. Return to the elevator block and ride to the next platform, then continue past the flame jet and up the platform on the right to collect the fifth Red Coin. **4.** As you climb up the next set of small platforms, you'll come across the sixth Red Coin floating above the third platform. Wait in the Red Coin's shadow for the platform to rise up then jump up and grab it, continue to the top platform and wait for it to rise up to the grey path. **5.** Follow the grey path to the wire mesh platform then carefully guide Mario across the lava and flame jets to the seventh

Red Coin, use the Spinning Heart on the next platform to restore Mario's health if required. Use the next two poles to reach the eighth Red Coin then return to the previous pole and perform Wall Kicks to reach up to the top of the tower. **6.** Mario can either use a Long Jump to reach the Power Star or walk across the top of the narrow wall. Once the Power Star has been collected, jump back across to the previous tower then across to the lower platform. **7.** Run across the bridge before it falls away below Mario's feet then jump into the large bowl, it'll take you to Bowser.

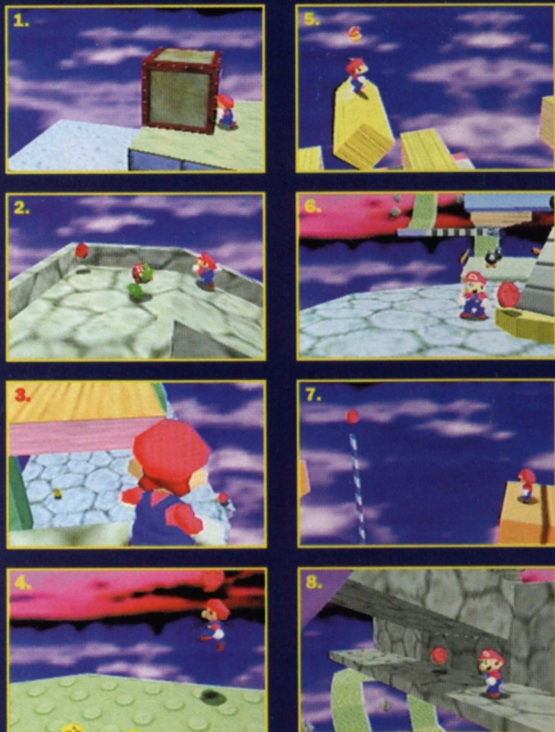
## BATTLING WITH BOWSER



On arriving at Bowser's arena, move towards the centre of the platform and wait for him to begin his attack. You'll need to defeat Bowser in a similar way to before, only this time he has the ability to warp. There are two methods you can use to grab his tail, either stand with your back to him and wait for him to charge, then perform a Back Flip over the top of him and grab his tail when he stops. Or, if you're close enough, you'll be able to grab his tail once he has landed after a stomp. When you have Bowser by the tail, it's time to swing him around and throw him into one of the orbs on the outer edge of the arena. Once he's been defeated, Bowser will hand over the key for the Upper Floors.

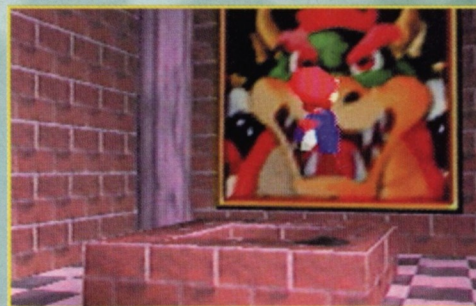


## BOWSER IN THE SKY

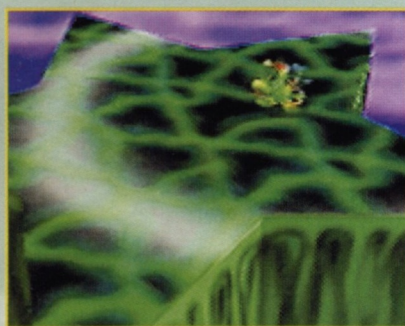


### In search of Bowser (70 Power Stars & Upper Floors Key Required)

Once you have access to the Upper Floors and have collected 70 Power Stars, you'll be able to enter the Tower and fight Bowser for the last time. From the second floor, climb the large stairs and enter the star door at the top, then continue to the top of the long staircase and jump into the hole.



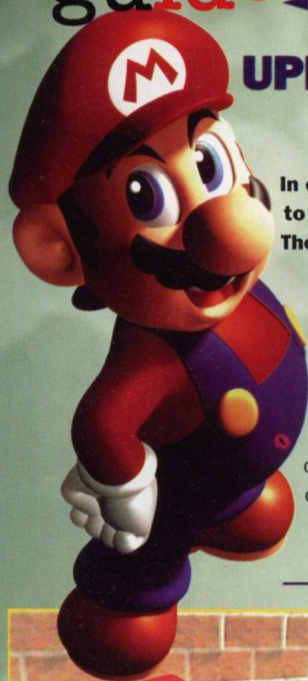
**1.** Jump across the platforms to this large box, push the box backwards as far as possible then climb onto the top of it and jump up and grab the first Red Coin. Make sure the sliding platform below is extended before you jump. **2.** Continue across the next platforms and up the wall until you reach the spinning stone platform, there's a 1-Up Mushroom in the '!' Block in the centre. Jump up the platform and run up the slope, then quickly grab the second Red Coin before the Piranha appears. **3.** Before crossing the tilting bridge, use the steps on the right and climb down to the lower platform. The third Red Coin is on a small ledge at the end of the line of coins. **4.** Once past the tilting bridge, rotating platforms and the Thwomp, you must jump onto the end ledge then perform a Double Jump across onto the triangle perch then up onto the platform. Use the Purple Switch to activate the stairs then make a dash for the top. Collect the fourth Red Coin at the top of the slope then follow the path down to the sliding platform. **5.** After the Spinning Heart, you must jump off the sliding platform up to the top of the wooden perches, that's where the fifth Red is. **6.** Continue across the next platform and then onto the spinning platform. Collect the sixth Red Coin near the hub then jump onto the next spinning platform and climb the pole. **7.** Stand on the edge of the first sliding platform then jump onto the pole and grab the seventh Red Coin. Turn Mario so his back is facing the second platform, then as it approaches jump onto it. **8.** At the top of the rotating platforms, walk through the pillars and onto the steps, then carefully jump over the side and grab the last Red Coin. Climb up and collect the Power Star then jump into the pipe.



## BATTLING WITH BOWSER

To defeat Bowser for the last time you have to use the same techniques as before, by throwing Bowser into one of the outer orbs, although this time you'll have to do it at least twice. On arriving, move towards one of the orbs and wait for Bowser to start stomping. Mario must jump when Bowser lands to avoid injury as well as jump over the shock waves he sends out. If Bowser approaches and begins to breath on you, run over to the second nearest orb and wait. Repeat this until Bowser decides to charge at you then perform a Back Flip over him and grab his tail. You should be nice and close to an orb making it easier to spike him. Every time you throw Bowser over the edge he'll jump back onto the arena so hard that a piece of it will break away. Move into the centre to avoid being caught out. Eventually Bowser will turn the arena into a star shape making it more difficult to throw him onto one of the orbs. Stand as far away from the centre as possible and wait for Bowser to charge again. Repeatedly throw Bowser at the orbs until he drops, then collect the Power Star and prepare to meet the Princess!



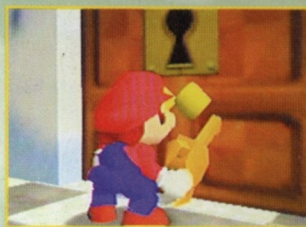


## UPPER FLOORS KEY

In order to collect the key that'll allow Mario access to the Upper Floors, you'll have to defeat Bowser In The Fire Sea (see page 62).

### To The Upper Floors

From the main entrance, climb the main staircase then unlock and open the double door at the top. Once through the double door, climb the spiral staircase then open the single door at the top and enter. You are now on the First Floor.



## SECRET STARS

### Toad - First Floor (Upper Floors Key Required)

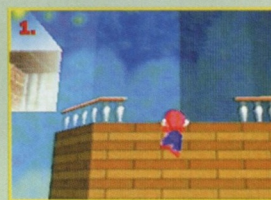
On the First Floor, walk around to Toad who is stood against the brick wall in the centre of the room and talk to him. When the conversation has finished, Toad will give Mario a Power Star.

### Toad - Second Floor (Upper Floors Key Required)

Once on the Second Floor, approach Toad again who is stood in the corner to the right. Talk to him and he'll hand over another Power Star.

### Wing Mario Over The Rainbow (Upper Floors Key Required)

**1.** On arriving at the Second Floor, walk over to the high platform on the left and use a Double Jump to reach the top. Now jump through the hole in the wall then into the hole in the floor. **2.** Collect the first Red Coin then the Wing Cap and fly across to the next cloud by following the rainbow on the left. **3.** Collect the next Red Coin and another Wing Cap if required, then fly across to the cloud that's to the right of the pink platform, collect the Red Coin then fly across to the pink platform. **4.** Once you have the fourth Red Coin, talk to Bob-omb Buddy who'll prepare the cannons, then take another Wing Cap if required and enter the cannon. Aim the cannon directly at the sun and shoot Mario onto the next pink platform where the second cannon is. Use the cannon to reach the cloud with the green poles hanging below it and collect the next two Red Coins, then fly across and collect the seventh Red Coin from the murky cloud to the right. Note: Mario can not land on this cloud. **5.** Now fly over to the green poles below the previous cloud and grab the eighth Red Coin. Use the Wing Cap from the cloud below if needed, then fly across to the centre cloud and claim the Power Star.





# TUROK DINOSAUR HUNTER



**A**s Turok: Dinosaur Hunter, you must venture into eight lost lands that have been torn by conflict, in search of the Chronoscepter pieces to stop the evil Campaigner's plot to rule the universe. On the journey ahead of you, you'll encounter many savage and blood thirsty creatures as well as puzzles and obstacles to overcome, but with this first part to the fully illustrated guide things couldn't be easier.

## THE HUB RUINS



Portal to Level 2  
- The Jungle

Portal to Level 8  
- The Final  
Confrontation

Portal to Level 4  
- The Ruins

Portal to Level 7  
- The Lost Land

Save  
point

Portal to level 6  
- The Treetop Village

Portal to Level 5  
- The Catacomb

Portal to Level 3  
- The Ancient City

Teleporter to  
Level 1  
- The Beginning

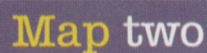
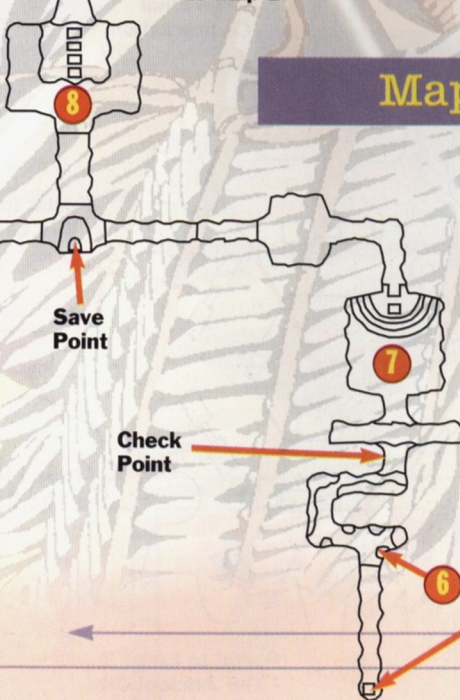
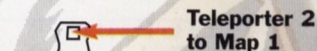
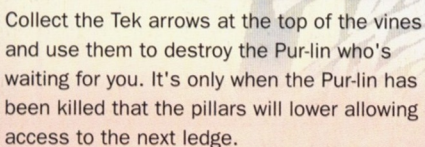
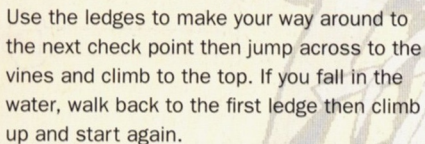
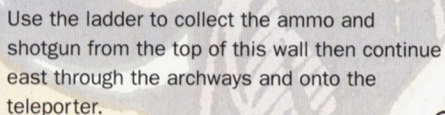
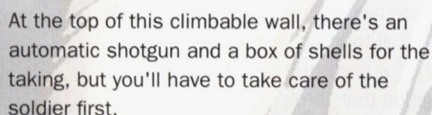
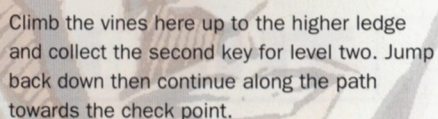
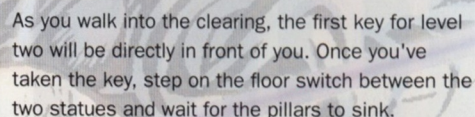
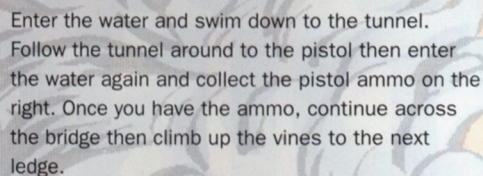
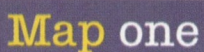
### The Hub Ruins

After completing level one, you'll find yourself at the Hub Ruins. These ruins are the gateway to the remaining seven lost lands that Turok must explore for level keys, Chronoscepter pieces and eventually the Campaigner. On reaching the ruins for the first time, you should be able to open the portals for levels two and three, but only if you collected all the keys from level one.



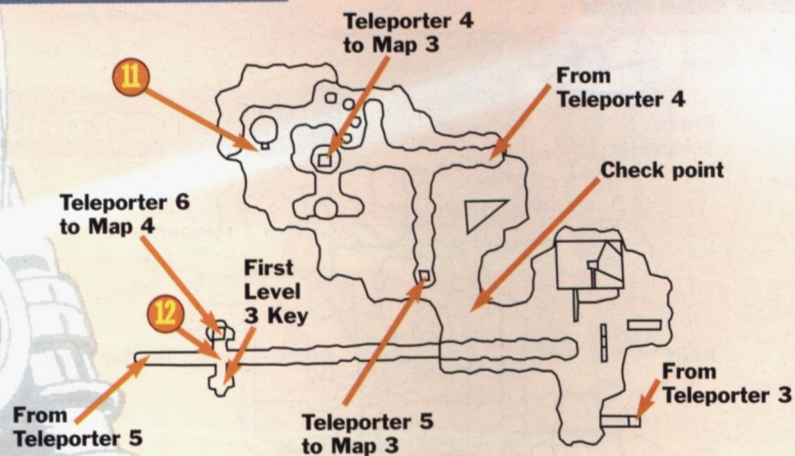


## Level one





## Map three



Kill all three Poachers in this area to raise the pillars in the lava pool then climb up to the teleporter and step on.



Step on the floor switch to lower both sets of pillars then follow the path to the west and climb the ladders up to the third key for level two.



Jump across the gap and collect the key then jump back and walk around to the tunnel. Once you've destroy the Pur-lin, climb the vines and enter the tunnel to reach the next teleporter.



Make your way over to this ladder and climb to the top. Now jump across to the opposite ledge then use the columns to reach the teleporter.

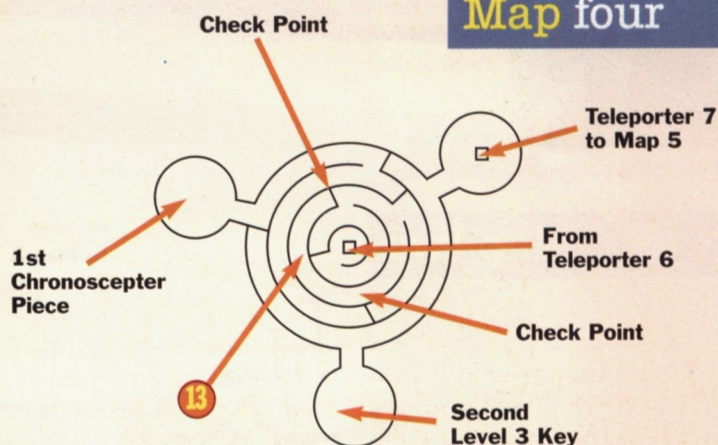


After using the fifth teleporter, collect the first key for level three then head down the North passage and step onto the next teleporter.



Collect the second key for level three and the first Chronoscepter piece then use the teleporter to make your exit.

## Map four



Use the two ladders to reach the top ledge then drop into the cave and follow the passage around to the water.

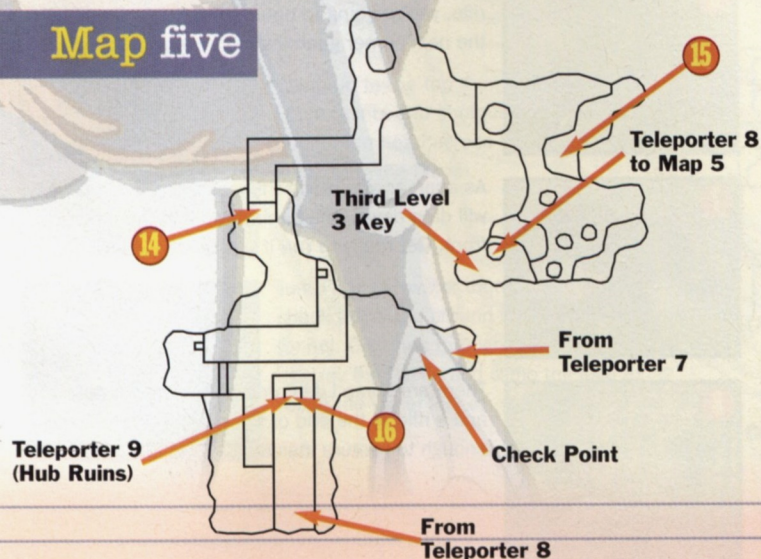


Swim across to the opposite platform then use the columns to jump across to the third key for level three, it's behind the teleporter.



Now you have all the keys and the Chronoscepter piece, step onto this final teleporter, it'll take you to The Hub Ruins

## Map five





## Level two

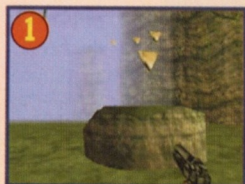


### THE JUNGLE

## Level two

From  
Teleporter 1

Map one



Jump on this first column to raise all the remaining columns, this will allow you to climb up and collect the shotgun from the upper ledge.



Use the vines to climb up and collect the Tek arrows and the box of shells if required then follow the path around to the log walkway.

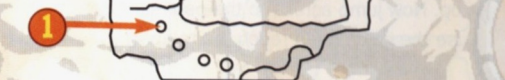


Jump through the gap then walk around to the vines and climb up. Collect the Tek arrows then drop down into the water below and grab the Life Force points.

Start

Teleporter 1  
to Map 1

To Map 2



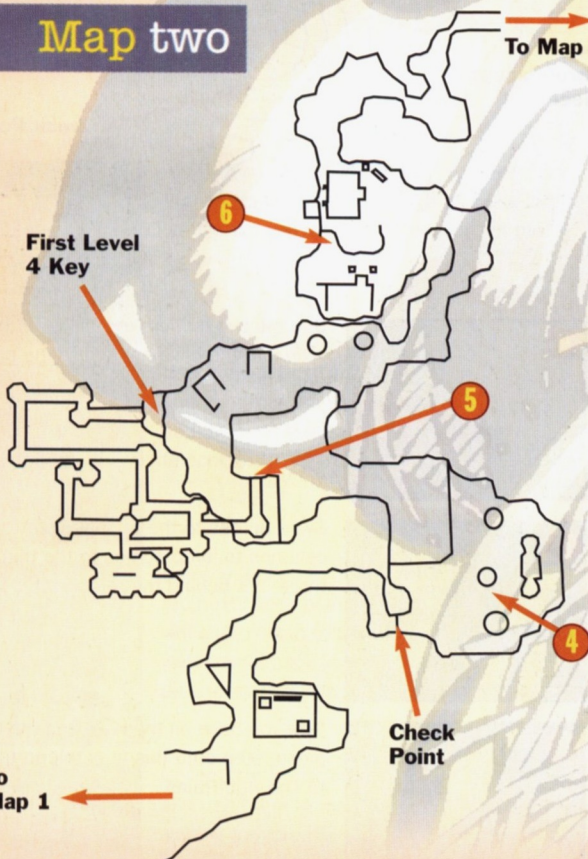
Map two

To Map 3

First Level  
4 Key

To  
Map 1

Check  
Point



Continue through the check point then check all the huts in the small village for health points and ammo.



Enter the water then swim down and into the tunnel. Continue to follow tunnel until you reach the first key for level four.



Use a sideways jump from this ledge to reach the rifle, you're going to need it for the Pur-lin around the next corner guarding the save point.



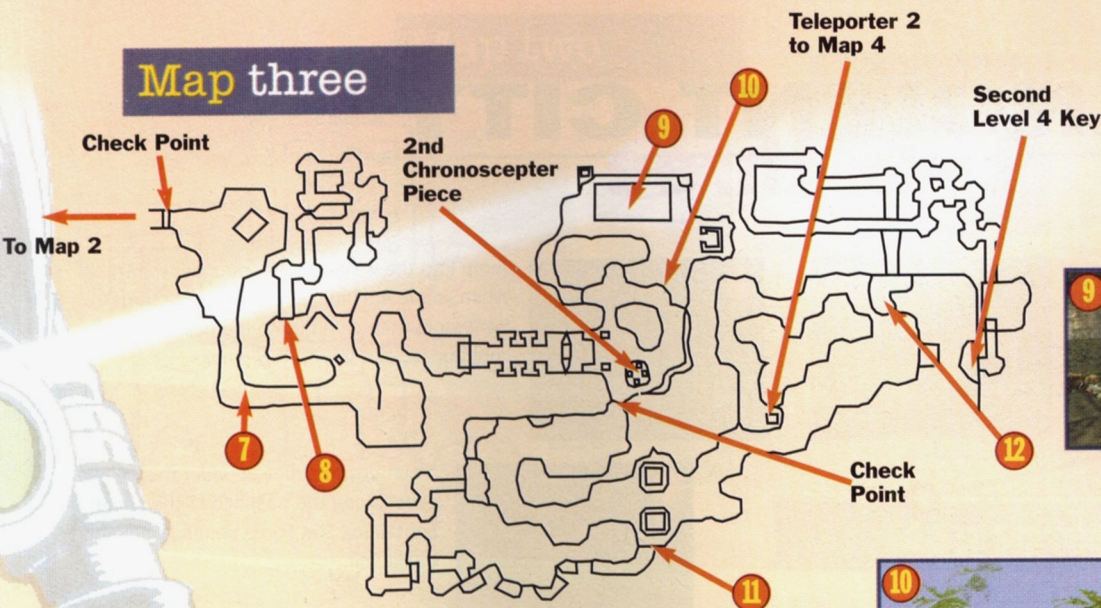
As soon as you reach this point here two Pur-lins will drop down, one behind you and the other in front. Get ready to run if your health is low.



There are some Life Force points, health points and a rifle at the end of this cave if you're brave enough to venture inside.



## Map three



This floor switch will expose the teleporter to the north west. Step onto the teleporter to reach the Spiritual Invincibility concealed in the area to the east.



From this ledge, jump down to the column below then walk over towards to the next column where the second Chronoscepter is located. Jump down again to reach the Chronoscepter piece then jump across to the narrow ledge for a few extra Life Force and health points.



Drop off this ledge onto the log walkway below and follow it around to the cave, continue to the end of the second cave where you'll find the backpack.



Jump down to this lower ledge then enter the cave and walk around to the second cave. Jump across onto the log walkway then enter the second cave and take the second key for level four.



Use sideways jumps to get past these two narrow ledges then keep in close to the rock face to avoid the falling boulders.

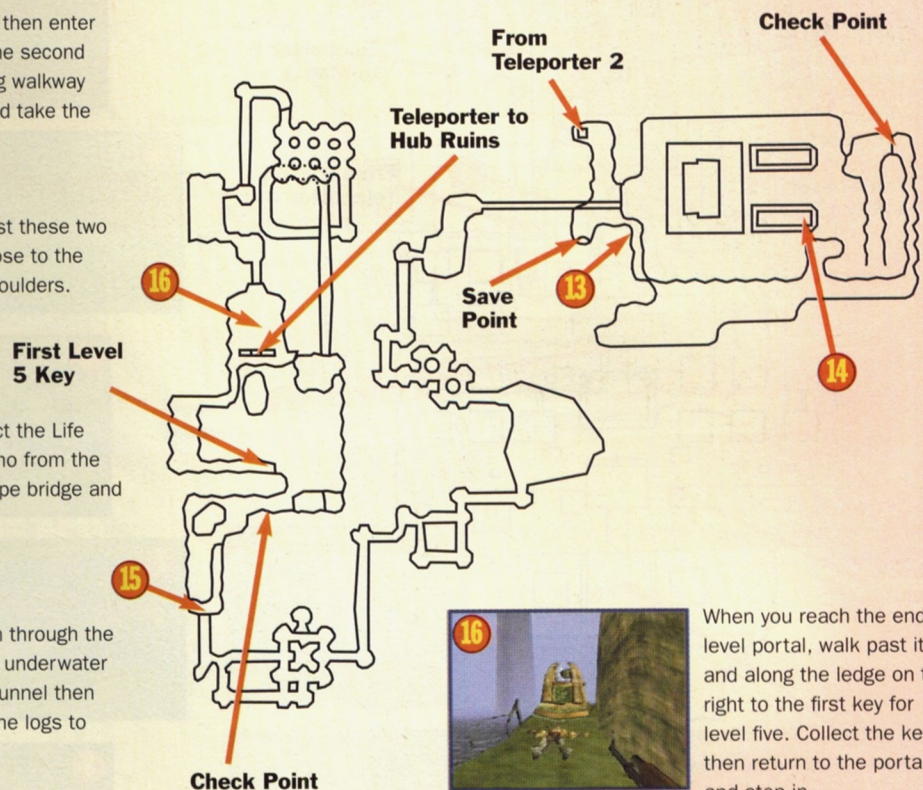


Climb up to the top then collect the Life Force points and shotgun ammo from the pools then head across the rope bridge and destroying the Pur-lin.



Jump into the water then swim through the check point and around to the underwater tunnel. Continue through the tunnel then destroy the Pur-lin and climb the logs to reach the upper ledge.

## Map four



When you reach the end of level portal, walk past it and along the ledge on the right to the first key for level five. Collect the key then return to the portal and step in.



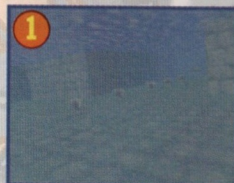
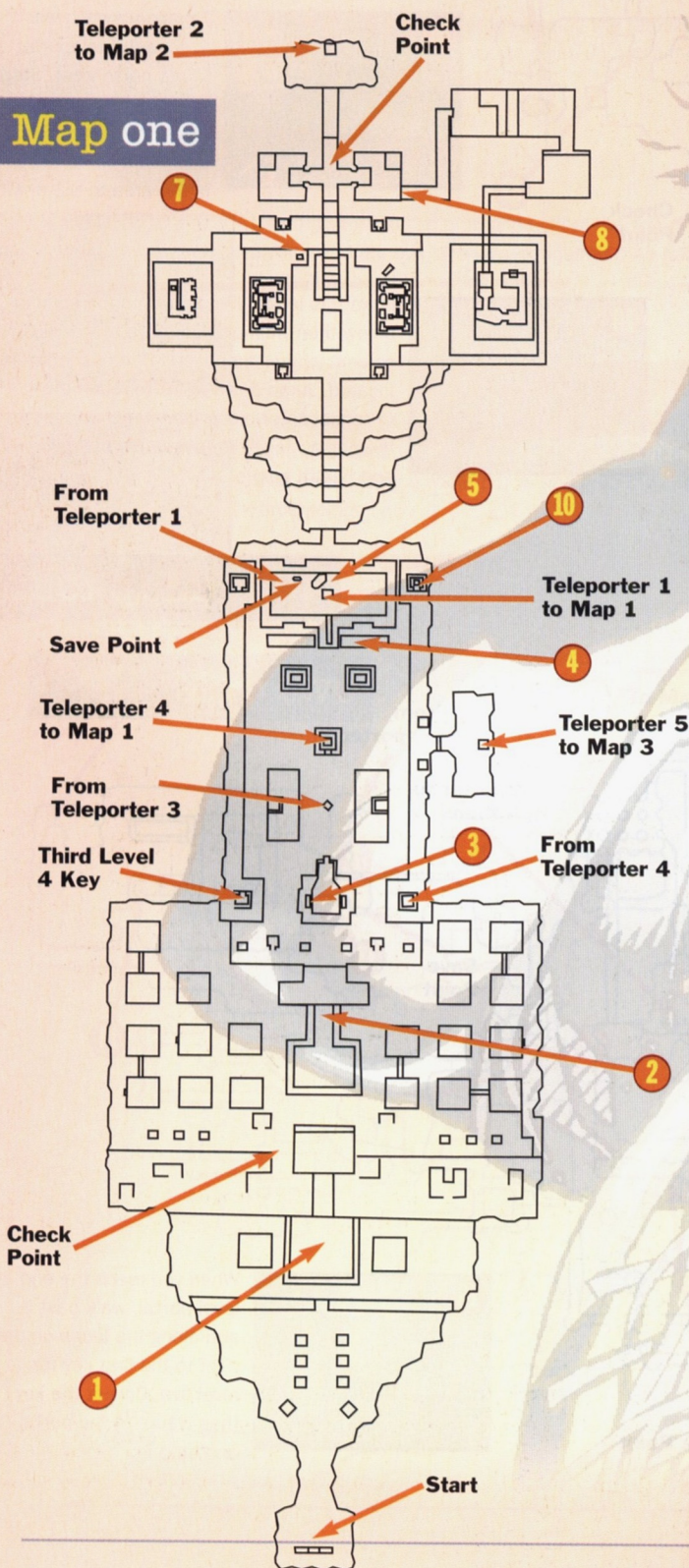
## Level three



# THE ANCIENT CITY

## Level three

### Map one



Jump into the water and swim under the wall. When you re-surface, kill the grenade throwing Sergeants then climb up to the next platform and continue across the narrow plank.



Swim down, squeeze under the wall and swim along the passage to the secret area containing Life Force points, ammo and a backpack.



Climb to the top of the temple then drop down through this gap into the secret area below, there's some more Life Force points for the taking.



Using one of the palm trees on either side of the temple entrance, climb up then jump across onto entrance tunnel and collect the Spiritual Invincibility.



Walk into the temple and use the save point then step onto the teleporter to reach the roof. Now jump down to the torch then across to the narrow ledge on the west wall.



As you approach the third key for level four, prepare yourself with the shotgun or better; you're about to be attacked from the front and behind by two Pur-lins.



Climb to the top of the palm tree then jump across to the floor switch and stand on it, this will create the stairs under the north wall.

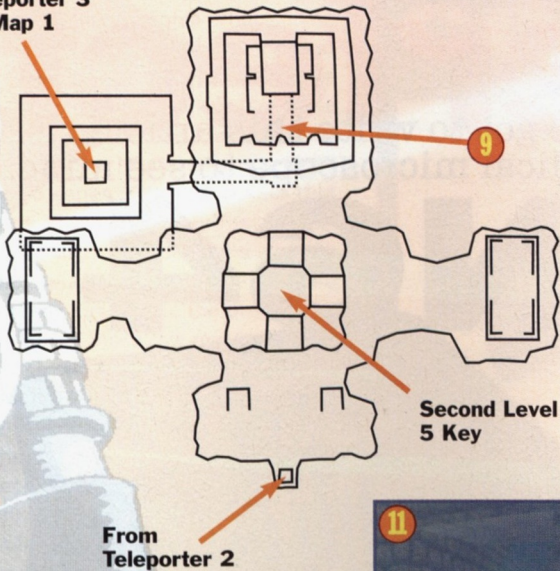


Swim through the small gap in the corner of this chamber and follow the passage, eventually it'll take you to a secret area inside one of the temples that contains an automatic shotgun, a box of shells, some health points and a Pur-lin.



## Map two

Teleporter 3  
to Map 1



Second Level  
5 Key

From  
Teleporter 2



Jump down into the water then swim up to the top of the passage. Follow the path around to the floor switch and use it to raise the first column.



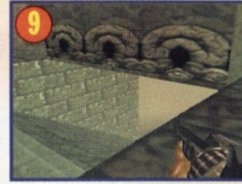
Walk along the left of this pathway to avoid serious injury from the traps that'll spring out from the rock face, there are three in total.



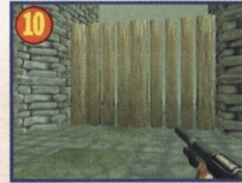
Destroy the Pur-lin then use the save point before venturing out onto the field of pillars.



Follow the path of pillars around and to the right of the temple and down to the vines. Climb to the top and collect third Chronosceptor piece then step onto the teleporter to reach the temple.



Inside the temple, walk behind the staircase then down to the lower chamber. Destroy the two Pur-lins to expose the box of shells and the passage to the next teleporter.



Step on this floor switch to lower the wooden bars blocking your path to the fifth teleporter then quickly run back to the teleporter and step on it before the wooden bars rise up again.

## Map three

Teleporter 7  
to Map 3

3rd Chronosceptor  
Piece

Teleporter 6  
to Map 3

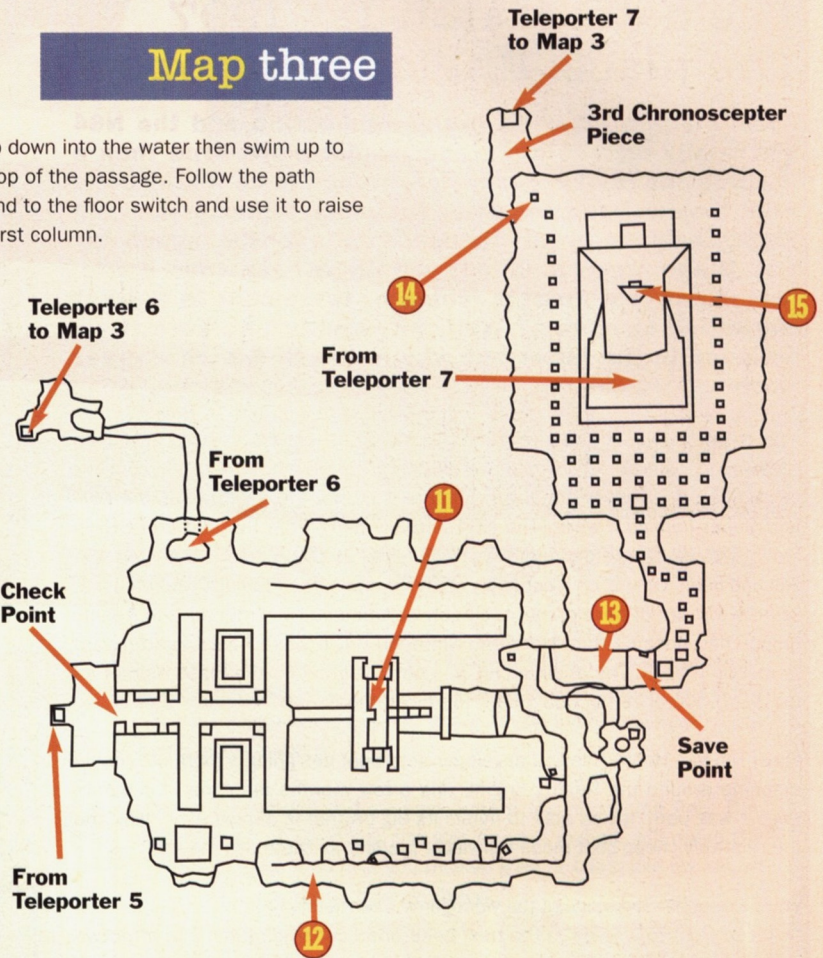
From  
Teleporter 7

From  
Teleporter 6

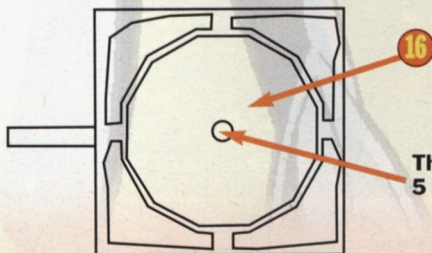
Check  
Point

From  
Teleporter 5

Save  
Point



## Map four



Third Level  
5 Key



Climb to the top of the temple then step into the portal, this will take you to the arena where you'll meet and fight Longhunter.



Inside the arena, walk towards the centre to start the final fight for this level. Once the Hummers and the Longhunter have been dealt with, collect the third key for level five from the centre of the arena.



# future perfect

...if straws were drawn to see who got to write this article,  
you'd have needed a medical microscope to see mine...

## The N64

**The date:** March 1st 1997

**The place:** England, Europe

**F**ive years after its initial conception and the N64 finally arrives in Europe amidst more hype than a Beatles revival concert. Nintendo have finally done what they've been promising for years, although poor old Blighty only got twenty thousand units for the launch day and these were sold out within twenty four hours. Testament to a great machine or testament to a great marketing campaign? Well, we wouldn't be here if we believed in the latter but why is the N64 such a great machine?

Anyone with an ounce of interest in video games will have heard of Silicon Graphics Incorporated but what have they got to do with the N64? Well, contrary to tradition, the N64 was not designed at Nintendo HQ in Japan as the NES and Super Famicom were. The N64 actually hails from the home of SGI in Mountain View, sunny California. In the summer of 1992, details emerged that SGI had been working on a cut down model of one of their famous workstations. After two years of development, closely scrutinised by Nintendo, the Reality Engine had become the affordable Nintendo 64. It wasn't a straightforward transition though. The original unit was not designed for the mass market as the \$100,000 price tag would have put most punters off.

Enter Tim Van Hook. This SGI developer set about designing a more affordable machine around the Reality Engine and a few months later the Multimedia engine was born. It was able to mimic its big brother in almost every way and the relatively cheap cost made it a viable product for the mass market.

Enter Nintendo. The kings of the videogame saw the Multimedia Engine as their ticket to front row seats in the next generation console match and after two years of non-stop development, the N64 had arrived. The machine went through many aesthetic and name changes during these two years but it stayed true to its SGI-developed parent machine.

# NINTENDO 64



Nintendo though, as every game made has to go through

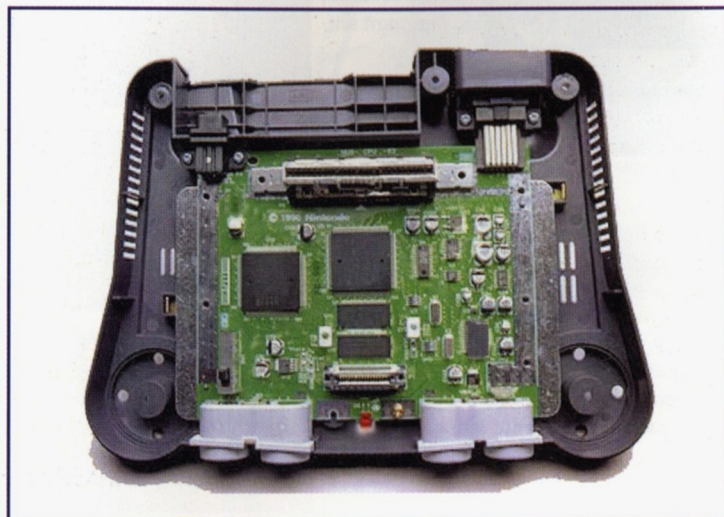
During the development period, Nintendo went about recruiting its Dream Team. Consisting of the finest software houses in the world, the incredibly cack named Dream Team is the driving force behind the most important aspect of the N64, the games. The elite forces of companies such as Rare, Williams/Midway and Konami have all been given the green light to develop games for the N64. The proven track record of the Dream Team is still not enough for the quality conscious Nintendo though, as every game made has to go through



stringent quality control, run by Nintendo themselves. The efficiency of this process has already been doubted though, with the release of the dismal Cruis'n USA, which was obviously a minnow that slipped through Nintendo's net. On the

whole, the games that we've seen so far have been far superior to anything seen on 32bit systems and we've linked this to three main factors:

1. The Dream Team Ethos.
2. Nintendo's quality control.
3. The technical design of the N64.





So what makes the N64 superior to the 32bit consoles then? The answer to this is partly in its name. The 64 stands for 64bit which, as you can probably work out, is twice as many bits as the PlayStation or Saturn. The N64's CPU is a MIPS 4000 series, 64bit processor that runs at the extremely fast rate of 93.75MHz. What does this mean to the average Joe then? Well, the CPU already has double the processing power of the 32bit machines and running at this rate makes it an extremely powerful unit. Couple this with several dedicated chips and the N64 becomes the undisputed technical heavyweight in the console war. If the CPU was standalone though, the N64 wouldn't be half the machine it is.

The Reality Co-Processor (RCP) is the perfect companion for the N64 CPU. Culled from the infamous Silicon Graphics Reality Engine, this custom chip provides all of a game's graphic and audio processing. Embedded deep inside this chip is another custom unit, called the Reality Display Processor (RDP). This chip performs all operations at the pixel level. All of the polished touches, such as the texture mapping and anti-aliasing are performed by the RDP. The Reality Signal Processor (RSP) holds all of the N64's 3D capabilities so when you fly under that perfect looking 3D bridge in Pilotwings, the RSP will be working overtime to make it look as realistic as possible.

All of these dedicated chips and the 64bit processor make the N64 machine the fastest and most powerful games console to date, even wiping a great deal of arcade machines out. Had Nintendo not linked up with the incredibly talented Silicon Graphics Incorporated, none of these unique custom chips would form the N64's superior design architecture. Of course, there would be replacement chips but what better acclaim than to have chips designed by the worlds number one 3D software design company? None, we think.

## CONTROL FREAKS



Gone are the days of plastic paddles, single button, metal leaf operated joysticks, double button, microswitch joysticks and console dedicated, multiple button, eight direction joypads. Here though, are the days of the revolutionary N64 analogue joypad/stick. Not content with just following the competition, Nintendo have re-written the joypad bible. You can expect the other big names in the industry to follow suit as the new N64 pad is the most accurate and user friendly input device available for any machine.

The pad went through many changes during the development of the N64 and the final design is the one you see here. Nintendo even toyed with the idea of motion sensitive wrist bands but the children who tested it found it very hard to use. The wrist band was scrapped and this nine button monster pad is what we get instead.

The extremely precise analogue control stick is specifically designed for the 3D worlds that the N64 can create. Using the stick whilst playing Super Mario 64 gives the player a feeling of complete control over all of their character's movements and abilities. At first, you may find the control a little tricky but after an hour of play, you'll be totally immersed in the best ever 3D gaming experience. A game like Mario benefits greatly from analogue control and wouldn't be half as good if the eight direction pad was used. The stick also comes into its own on racing games such as WaveRace 64 and Mario Kart 64. We all know that eight direction pads only allow you to nudge around corners instead of taking them smoothly, but the pixel perfect control of the analogue stick allows you to take corners exactly how you want to, at last. The analogue controller isn't perfect for every game on the N64 though. Check out our Mortal Kombat Trilogy review in this issue and you'll see what I mean.

## CONTROLLER ADD ONS



Another of the N64 control pad's revolutionary features is its add-on port at the front of the unit. The main use for this slot is to insert memory paks which allow you to save game information. There are some more interesting uses for this port and the memory pak is just the tip of the iceberg.

Already announced and causing quite a stir is the Jolt Pak. This device, when plugged into the slot on your joypad, will make the controller shake whenever you receive a hit. It's just like my joypad on a Monday morning after a heavy weekend, funnily enough. Anyway, the pak is supposed to enhance the feel of beat-'em-ups and shoot-'em-ups and is coming packed with Star Fox 64 in Japan. Let's hope that Nintendo decide to do the same over here.

Although not officially announced, there's a rumour that a light gun add-on will also come out for the controller. We think that this would be an excellent idea as the trigger could be used to fire whilst the analogue stick could be used to control a character's movement with your thumb. In addition to this, you'd just have to move the joypad around whilst facing the screen to target the light gun. Is this to be the future of Doom games? It'll be a missed opportunity if it doesn't happen.





## the MAIN event



**T**he thing that makes or breaks a console isn't its technical abilities or its case design or its marketing. What make a console are the games. Simple as that. We could talk about bits, bytes and CPU's all day but what I'm interested in, and I know you are, are the games. You've probably already read our reviews in the first issue and in this issue, so you'll know that we think a lot of them are outstanding. Which is why I won't harp on about them now. No, what we are going to do though is compare the heavyweight games for each of the top formats. There are three games going over the full twelve rounds but there can be only one winner. On with the fight...

In the light pastel grey corner, fighting for **Sony PlayStation** we have Craaaash Bandicoot.

In the black corner, fighting for **Sega Saturn** we have the youngsters Elliot and Claris from **NIGHTS**.

...aaaaaand in the dark grey corner we have the one and only plumber from Brooklyn, fighting for **Nintendo**, 'The master of Disaster', 'Iron man Mario' from **SUPER MARIO 64**.

### SONY PLAYSTATION CRASH BANDICOOT

Crash Bandicoot was the first 3D platform game to actually make an impact on the PlayStation. Before him there was Jumping Flash but Crash ushered in the age of 3D platformers as far as Sony was concerned. Playing Crash is a great deal of fun although the game can be extremely linear. There are several different styles of play in Crash which gives the game a lot of variety.



It can also be extremely frustrating at times but on the whole, it's a good game. But is it good enough?

### UPPERCUTS

Original  
Excellent crisp and clear graphics  
Great gameplay  
Great audio (listen to the jungle sounds)  
Lots of variety  
Huge game



### SUCKER PUNCHES

Not true 3D  
Linear levels  
Some glitching  
Frustrating

**Result:** Technical knockout in the eleventh round.

Crash Bandicoot almost went the distance but, up against this competition, it never really stood a chance.

### SEGA SATURN NIGHTS

Here we have a game that changed Sega's fortunes in 1996 and brought the Saturn back into the limelight. Unlike anything we've ever seen, Nights sets you in an utterly surreal dream world that's further away from reality than any video game has ever taken the

## HARDWARE SPECIFICATIONS

No self respecting hardware guide would be complete without a full list of technical specifications. Not only do we have specs. for the N64 though, we also have them for the Saturn and PlayStation to allow the more academic types to compare the hardware. Me, I just want to play the games.

### N64 SPECS

**PRICE:** £249.99

**CPU:** R4300i MIPS 64Bit RISC. Runs at 93.75MHz

**CUSTOM CHIPS:** Reality Co-Processor (RCP) at 62.5MHz - graphical and audio operations, Reality Display Processor (RDP) - pixel level operations, Reality Signal Processor (RSP) - 3D operations.

**MEMORY:** 4mb RAMBUS D-RAM.

**CUSTOM FEATURES:** Too many to mention but the most important are the ability to create real 3D worlds, realistic texture maps, anti aliasing, bi-linear interpolation, environment mapping and MIP mapping.

**AUDIO:** Stereo sound supported by MIDI.

**CONTROLLER:** Analogue stick and D-pad. Nine buttons and start button.

### SONY PLAYSTATION SPECS

**PRICE:** £129.99

**CPU:** R3000 30 MIPS. Runs at 33Mhz

**CUSTOM CHIPS:** 66 MIPS Geometry Transfer Engine (GTE), the DMA controller, 80 MIPS MDEC video decompression hardware.

**MEMORY:** 2mbDRAM, 1mbVRAM.

**CUSTOM FEATURES:** Special hardware for decompressing and playing back video images. Excellent polygon handling.

**AUDIO:** 16bit digital.

### SEGA SATURN SPECS

**PRICE:** £169.99 with Sega Rally and Worldwide Soccer

**CPU:** 2xHITACHI 25MIP SH2. Running at 28Mhz

**CUSTOM CHIPS:** VDP1 32bit Video Display Processor - texture mapping engine, VDP2 32bit Video Display Processor.

**MEMORY:** 16Mbit DRAM for SH2's, 12Mbit DRAM for the VRAM and frame buffer, 512K sound DRAM, 32K SRAM for battery back-up.

**CUSTOM FEATURES:** Custom sound processor contains a Yamaha FH1 DSP chip. MPEG interface for photographic functions.





player. The visuals in Nights certainly jump out at you but the gameplay also grabs you by the ears. You take control of either Claris or Elliot in their dreams and the main part of the game takes place with you flying around the weird landscapes, once you have twinned with the mischevous character Nights. The control whilst you are flying feels excellent and the game holds a fair challenge. Is it a worthy contender for the title though?

## SPECIAL MOVES

Original.

Uses the new Sega Analogue pad for excellent control.

Smooth animation.

Bright and surreal visuals.

Challenging.

Loads of secrets, especially with the Christmas Nights disc.

## GLASS JAW

Graphical Glitches, again.

Hard to work out what's happening sometimes.

The 3D world is not precisely 3D.

No freedom of movement as you have to fly along certain routes.

**Result:** Nights gets knocked out at the top of the twelfth round. It's a superbly original game but doesn't hold the challenge of Mario for the older generation of players.

## NINTENDO 64 SUPER MARIO64

What more can we say about Mario 64 that hasn't already been said. Best game ever? Amazing 3D? Addictive? Revolutionary? Of course, we're going to say this but how does it fair in a straight match up against Crash Bandicoot and Nights?

## KNOCKOUT PUNCHES

Huge, real-time 3D environment.

Excellent looking and polished graphics with no noticeable glitching.

The diversity of the game.

A challenge that will last longer than any other game.

The most precise control of any game to date.

The most fun to be had on any game to date.

It's a Mario game!

## BELOW THE BELT

One day you may finish it.

**Result:** Predictably, Super Mario 64 cleans up with two extremely tough opponents who wouldn't go down without a fight. I know 64 extreme is an N64 mag and we're bound to say that Mario is better than the others but it really is the truth. If you get the chance to play all three of the above games at length, I'm sure you will agree that Mario comes out on top.

## 64DD - The Next Piece in the N64 Jigsaw?



The N64DD, otherwise known as the Bulky Drive, is a hardware add-on which should be available in Japan by the end of the year. The 64DD uses specially designed magnetic cartridges which contain a stonking 64mb of memory. Up to half of this 64mb is rewritable, meaning that the player can save a mass of statistics or game saves on one disk.

The magnetic cartridges, although only a fraction of the size of CD's, have a very impressive advantage over the rival formats of Sega and Sony in the time it takes for the information to be transferred. The seek time of the Bulky Drive is an extremely fast 150 milliseconds which far outstrips any CD format. The information is pre-loaded into the 2mb or 4mb of RAM that comes with the drive to eliminate any loading time at all. So in effect the DD will be as fast as a cartridge.

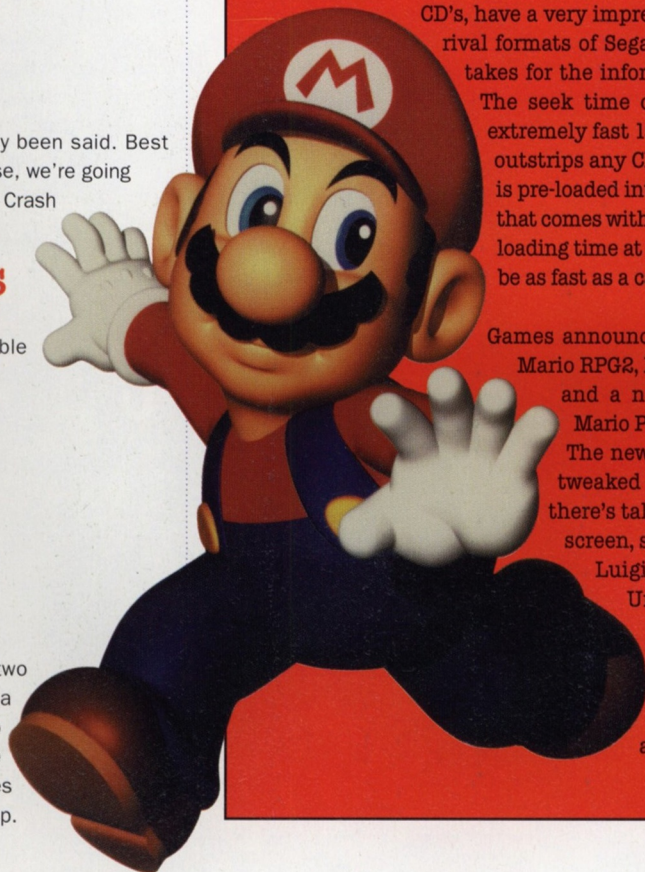
Games announced for the 64DD include Mario RPG2, Pocket Monsters, SimCity and a new version of Mario 64.

Mario Paint will also be available.

The new version of Mario will be tweaked for the DD release and there's talk of a character selection screen, so you'll be able to play as

Luigi and Kinopio et al.

Unfortunately, The Legend of Zelda will be coming on cartridge first but an updated DD version will be appearing soon afterwards.





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EXTREME  
EXCHANGE

**T**he response to our first issue has been literally overwhelming and thank God that most of it was positive. If you've got any comments or questions you want to send then e-mail or write to us at QUAY MAGAZINE PUBLISHING, 64 EXTREME (EXTREME EXCHANGE), QUAY HOUSE, THE QUAY, POOLE, DORSET BH15 1HA. On with the show...

## dear exchange...

**t**he first issue of 64 extreme was absolutely brilliant, I have recommended it to all my mates. It is packed with information on the Nintendo 64 and it is the magazine that persuaded me to grovel to my parents for the Nintendo 64 instead of the Sony PlayStation (I'm still trying).

The writers have done all the games justice. They've put across all the pro's and con's brilliantly, whilst including the odd comment to keep the article funny and interesting.

The magazine is colourful and has a quality look and feel to it. It catches the eye and stands out from all the other crap on the shelves.

If the next issues are anywhere near as good as the first, I'm sure it will be a big success.

Terrence Smith

**t**hanks for the comments Terrence, we're glad

you liked our first issue. As for subsequent issues being as good as the first, we can assure you that we will do everything in our power to ensure that 64 extreme only gets better.

Pete

**i**'ve just finished reading the first issue of 64 extreme and I just thought I'd write in and congratulate you on producing the finest magazine I've seen in ages. I bought it because I'm planning to get an N64 just as soon as pay day comes.

The magazine has a quality feel to it and the reviews and features are EXTREMELY well written (get it?). I especially liked the feature on GT Interactive as it's good to get an insight into the companies that bring us the top games. I hope to see more features like this.

I've only got one comment on the mag which you might like to take into account. The reviews are excellent as a whole, I just think that the final scores are maybe a little too high. Last month you had

five games scored at ninety or over and you gave away four X-factor awards. In fact, the only game that didn't score highly was Cruis'n USA. I've only played Mario and I know that it deserves all the praise it gets, but this many high scores in one issue seems a little unrealistic to me.

Despite my comments on scoring, I really did enjoy 64 extreme and I'm looking forward to the next issue.

David Scott

**t**he scores we give to every game reviewed in 64 extreme are our honest opinions, forged after days and often weeks of extensive play testing. It just so happens that most of the launch games deserved such high scores. If they weren't any good we would have scored them accordingly. However, last month was a bit of a freak month for the N64. Every game we could get our hands on seemed to warrant an extremely high score, but we

can almost guarantee that you'll never see four X-factor awards in one issue again. We expect to give out many more plus ninety scores and X-factor awards because of the quality of the games that are in development, though we don't expect to be dishing out more than one or two per issue. The point is that we are an unofficial N64 magazine which means that we don't have to inflate our game scores to please anybody (check out the Cruis'n USA review for proof). This issue we haven't awarded one single X-Factor (although Blast Corps was borderline). Thanks for the letter David and I hope you can see why the last issue had so many high scores. Pete.

**W**ell done on a good first issue, I especially enjoyed the in-depth reviews. Do you have any plans for some free gifts that can be put on your cover like some of the other mags have done? Perhaps a book or a video would be nice. Keep up the good work Bill Parcells



**t**hanks for your kind words, Ian. To be honest, I don't feel that we need to bribe our readers by including a cheap and tacky cover-mounted gift with each issue of 64 extreme, unless it was something very special. Pete.

**p**lease forgive me for buying the low powered, stupid, bulky Sega Saturn. I was not aware of the power of the N64, I'm buying a UK N64 on April 18th with Turok, Mario 64 and Pilotwings. Please answer the following questions for me:

1. Is there going to be an adapter for the UK64 to play American and Japanese games, if yes, when? Rumour says in a month or two.
2. My television runs on 50Hz, it's a large Toshiba surround sound, I was wondering if Turok will work on my TV? (Seeing as it is an 'NTSC' run game.)
3. Why are us British a last resort to Nintendo?

Tinashe Fazekerley, London

last on Nintendo's list of priorities. The main reason is that Japan and America make up the vast majority of the video game market so Nintendo have to satisfy these areas first.



Contrary to what many people think, there isn't an infinite number of N64's and cartridges, so the customers in the less important areas will have to wait for Nintendo products.

launch day but it's good to see that you're giving one away, which gives hope to the ones that weren't so lucky.

Your review of Turok persuaded me to purchase it and to get me to part with £70 is no mean feat!

After playing it for just five minutes, I could see why you gave it such a high score and your X-Factor award. That's another thing, I'm glad to see that you thought about things, so rather than giving out 'Star Game' or 'Gold' awards, you've actually done something new. The X-Factor idea is an excellent one.

Another great idea is the Timeout page. It's good to see just a little something other than games in a console mag as it breaks things up a bit. Good thinking. The mag as a whole is solid and I can assure you

impressed. At last, a magazine that just gives you the facts on the games and no bullshit. I particularly like the Stop Press section as well. You've hit the idea of a news section right on the head. No free promotions for games companies, just interesting news stories about the video game world.

Although the net pages and Timeout are well written, I can't see how they are relevant to an N64 magazine. Anyway, this aside, 64 extreme is the best Nintendo mag yet, so keep up the good work.

Adam Franklin

**y**ou mentioned that you didn't think the net pages and the Timeout pages were relevant to the mag. Well, in the case of the Timeout page, you're exactly right and that's the way we like it. The idea of this page is to add a little extra to the magazine and to give you the reader a break from games, hence the name, 'Timeout'. Everyone at 64 extreme loves video games but we also have other interests. Music is one of them which is why we think including music reviews on this page was a good idea. As for the gadgets

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**A**fter speaking to Datel, who are the leaders in this field, we have found out that there are no plans for an adaptor of this kind at present. See our news story, 'It's a lockout', on page 7. If you've got an English N64, an English Turok cart. and an English television, then of course you'll be able to play Turok on it. The answer to the next one is not as straightforward as the previous questions. There are many reasons as to why Europe and Britain are usually

With Britain being such a small country, this situation will never change as Nintendo know that the real money is to be made in Japan and America. Let's face it, none of the big names in the video game world are in it for the love of it, they're in it for the money. Saul.

**C**ongratulations on producing an N64 magazine that is a highly entertaining read. The reviews are informative and the features were very interesting, especially the net reviews. I was one of the lucky ones who got an N64 on the

that I'll be buying it in the future. Well done. Paul Wilson, Eltham

**t**hanks Paul, we're glad to see that you took note of our Turok review as it really is a superb game. Saul

**h**il I've enclosed a tenner with my competition entry, buy yourselves a drink and think of me when you do the draw! I've finished reading the first issue of 64 extreme and I am really

and web page of the month, well, why not? We've had a lot of response on this issue already and most of you thought that Timeout was a worthwhile addition to the mag. As for the internet pages, we felt that we couldn't leave this out, as there are over 170 internet sites dedicated to the N64 on the world wide web. Many of you will have PC's or at least access to them (parents or work). Even the people who can't access the net now know that there is plenty of information out there which was the goal of Net 64. Saul.

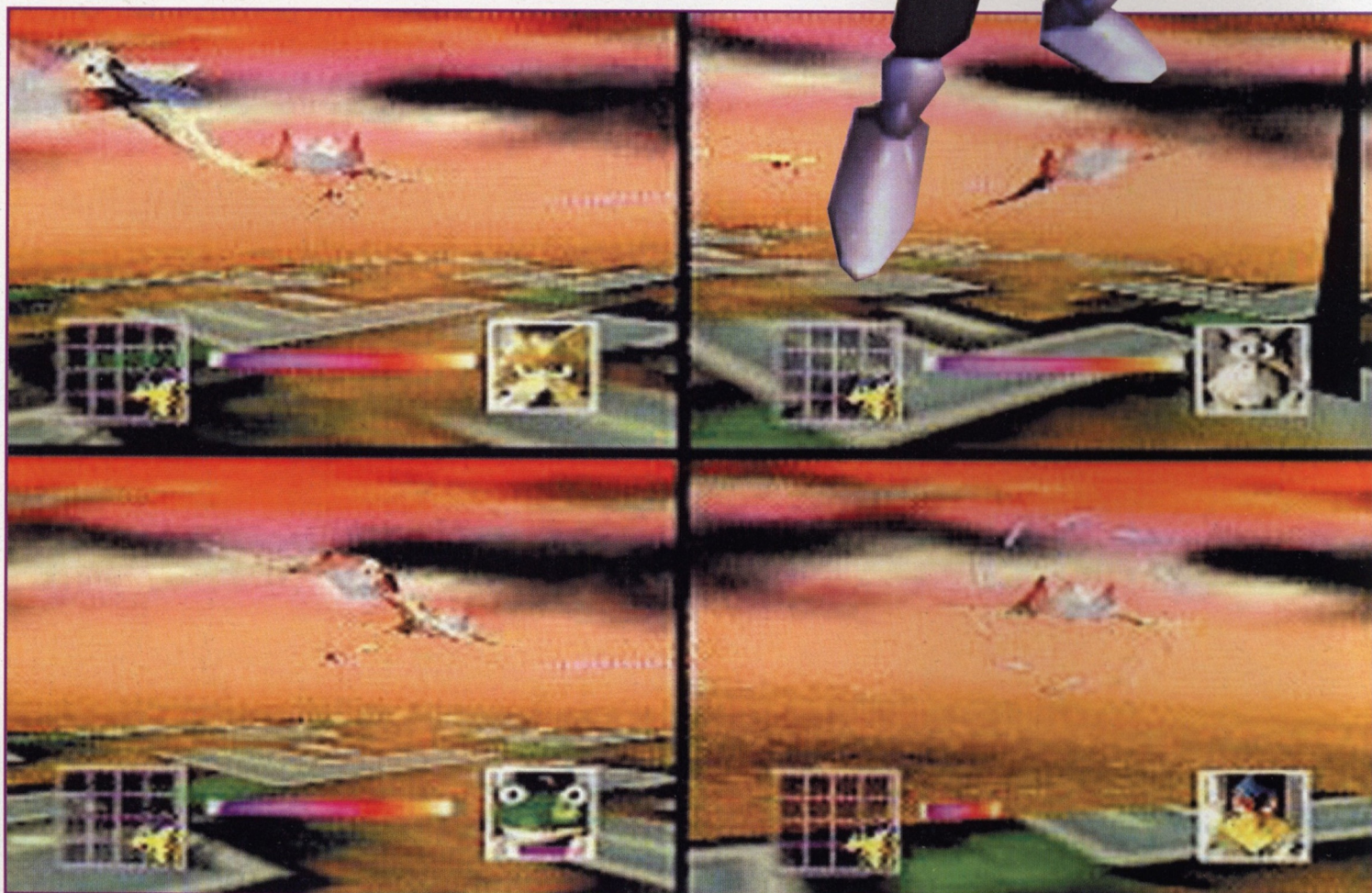


# Star Fox 64

Publisher - Nintendo  
Developer - In house  
Released - Third quarter 1997

## Status: 90% complete

Since last issue's mini preview of Nintendo's forthcoming 3D blaster, Star Fox 64, new details have emerged from Nintendo of Japan. Fans of the 16-bit original will be pleased to learn that all the cast will be returning to help Fox McCloud in his struggle against evil. The introduction sequence starts with a red alert sounding aboard the Mother Ship, Great Fox. We find our animal heroes running towards their Arwing fighters, preparing a counter strike against an army led by the crazed power freak, Andolf. After a series of dangerous experiments, Andolf (once a respected scientist) was exiled from the peaceful world of Coneria. A short time later, without a word of warning, Andolf assembled his troops and launched a ruthless attack on the planet. This all sounds very nice but we have been reliably informed that this introduction sequence will be one of the most cinematic and graphically stunning ever seen on the Nintendo 64.





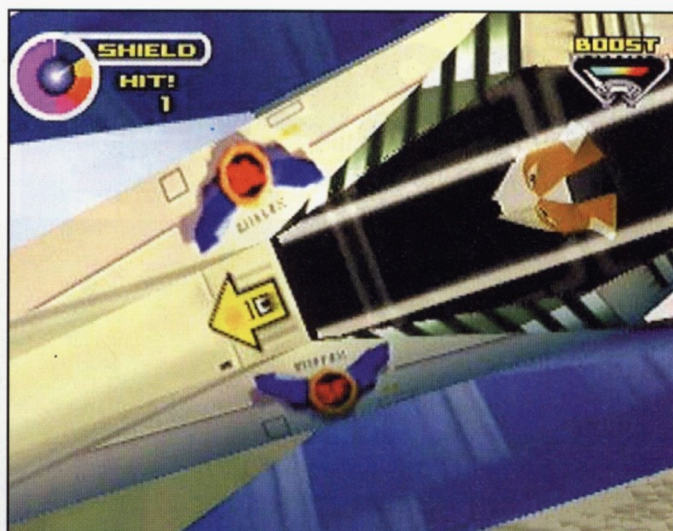
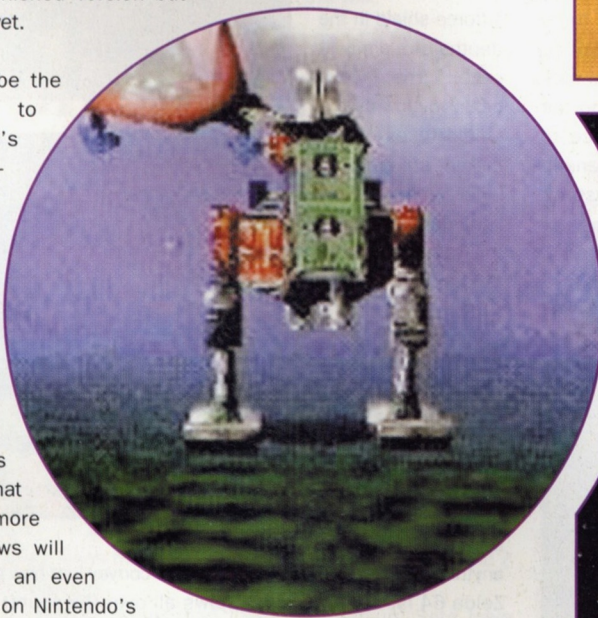


**A**s in the SNES classic, the other three crew members work together to keep Fox McCloud up-to-date with positions of advancing enemies and oncoming bosses. You will soon learn that taking the advice of your wing-men can often be the difference between life and death. Obstacles in your path can prove fatal if you don't listen carefully.

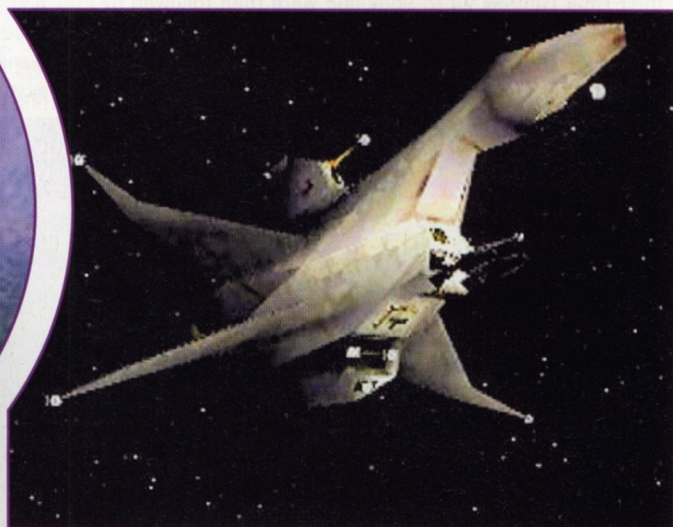
Probably one of most exciting features is the sheer depth in each of the levels in Star Fox 64. Nintendo has apparently gone to a lot of trouble to keep the game as varied as possible. We understand that the forward scrolling routes will follow a tree branching pattern and are determined by your actions earlier in the game. So unless you play each level identically, the gameplay will vary each time you play!

As in the previous Star Fox expedition you can also control the tanks. But in the N64 version the speed and agility of the tanks is different. Star Fox 64 will have faster, more manoeuvrable tanks with the added bonus that they can also perform barrel rolls. There is speculation that more techniques, including somersaults and high speed reverse turns may be included in the finished version but nothing's definite yet.

Star Fox 64 will be the first N64 game to utilise Nintendo's intriguing new add-on Jolt Pack. This fits into the rear of your control pad, and when you are hit by enemy fire it, well...vibrates. It sounds like it could be good fun for all you gamers who want games that feel that bit more realistic! This news will undoubtedly cast an even brighter spotlight on Nintendo's exciting new title and since most of us



here in the extreme team are great fans of the original, we are all eagerly awaiting this potential blockbuster of a game. Check out our next issue for a full review of this exciting game.





# Legend of Zelda

**Publisher - Nintendo**  
**Developer - In House**  
**Released - December 1997**



**E**very Nintendo fan has been there at some point. If you've owned an NES, SNES or a Game Boy, you would have spent a fair amount of your time wandering the vast corners of Hyrule. Every Zelda predecessor has been set in this mysterious land and Zelda 64 is no exception. However, the cutesy cartoon look has been replaced with gloriously rendered 3D imagery that will appeal more to a broader market. Little is known of the story surrounding Links' latest escapade, except that he will be pitted against some old enemies, including the skeletons and the evil Sorcerer Banon. Zelda will no doubt be playing her damsel in distress role for the fifth time! As with Mario's transition to 3D, Zelda 64 will still stay true to the original's gameplay elements. All of Links' old attack methods will be included, but a few new moves like the 'vertical' attack and the ability to jump have been added to his inventory. Perhaps a pinch of Mario 64 has been introduced to spice up the gameplay? We will have to wait and see.

**T**he old isometric view has been replaced with sweeping cinematic camera work similar to Mario 64, though Link can be viewed using a more intelligent camera system that you can manipulate, or that will take control to set the scene and give the game the type of movie-like quality not seen outside a Spielberg film. Get ready to be dazzled!

For those of you who are sticklers for detail, Zelda 64 will use a real-time day and night system and include a plethora of weather conditions that can change well... like the weather. The game is shaping up to be the best thing since the release of the N64. Of that there is no doubt, but there has been some doubt about which format the game is going to be released on. We now know without doubt that it will appear as both a normal cartridge and as a 64DD special edition. This is just as well because there have recently been pessimistic rumours circulating that the UK will not be getting the 64DD until 1999. After the defection of Squaresoft, who took their Final Fantasy VII to Sony and were then followed by Enix and the Dragon Quest series, Zelda 64 is of absolute crucial importance to Nintendo. They have to prove (especially to the RPG-crazy Japanese market) that the N64 is going to have the best RPG's on any system,

therefore Zelda has to be something very special to prove that point. Thankfully, it would appear that Zelda 64 is shaping up to do just that.

The final and most pleasing aspect of the game is the extraordinary quality of the graphics. We have seen a video clip in which Link discovers the Triforce shield in the depths of a dimly lit cave. The walls begin to glow as the shield takes an instant shine to Link and the light dances on the walls like the reflection of water in a pool. Some of the best light-sourcing effects ever play across Links' face in a stunningly directed close-up, unlike

anything you have seen. It's difficult to convey just how graphically gorgeous Zelda 64 is, but believe me, jaws all over the country will be hitting the ground this Christmas! Roll on December 1997.





## Dark Rift



**Publisher - Vic Tokai**  
**Developer - Kronos**  
**Release Date - 4th Quarter**

This was originally due to appear on the PlayStation, but due to an argument with Sony over a game entitled Criticom, Vic Tokai canned the project. Now it will appear on the N64, and with only one other 3D fighter available in Japan - Hudson's Dual Heroes - this title is kind of unique.

It boasts 3D polygons, optical motion-capture animation, real-time scaling and high frame rates. Movewise, it contains side-stepping, chain combos, Tekken-style ten-hit combos and Killer Instinct-like combo breakers.

There are eight playable characters and two bosses, all with individual soundtracks and several different fighting arenas.

It will be up against the likes of Killer Instinct and Mortal Kombat, but surely the 3D environment will sway many people to give Dark Rift a try.

## Freak Boy



**Publisher - Virgin**  
**Developer - Virgin**  
**Release Date - TBA**

The planets have aligned with the sun on New Year's Day and an alien race from ZoS has entered a parallel dimension to capture Freak Boy's solar system. They sap the sun's energy and imprison all of the inhabitants. But you've guessed it, Freak Boy luckily managed to escape and must now save his world.

His abilities are very weird, he can engross an object and use his morphing techniques to utilise the object - if he collects a saw, he can then mutate his hand into the saw and use it to cut through objects. Freak Boy also has the ability to mutate three parts of his body at one time. These parts include his chest, feet and head.

With twenty five worlds to explore, five levels of difficulty, and more than fifty diverse enemies, Freak Boy is shaping up into a promising platform game, that we'll be keeping our eye on as it nears release later on this year.

## Wild Choppers



**Publisher - Seta**  
**Developer - Seta**  
**Release Date - TBA**

Seta's chopper game allows you to pick from eight individual whirlybirds to destroy armed revolutionaries, release hostages, etc. It has rolling countryside - similar to EA's Soviet Strike - covered in enemy fortifications, vehicles and soldiers. Your job is to perform a particular mission within a certain time, with limited ammunition and fuel. You must also reduce the enemy's 'war potential'. This means that any soldiers that you didn't destroy in the level will be carried forward to future missions - in some ways making you affect your future!

Movements are simple, the control pad moves the helicopter on the map, the analogue stick freely turns the gunship and adjusts altitude, and the Z button performs the fire-power.

With play angled at strategy rather than just shoot-'em-up, Seta have produced a title that will appeal to a large audience - full review next issue.

## Pro Baseball King



**Publisher - Imagineer**  
**Developer - Genki Co Ltd.**  
**Release - TBA**

Don't confuse this with Konami's Powerful Pro Baseball,



that also has 'big head' players. Imagineer has released many baseball games with wonky looking players, but

never with actual teams and players from the Japanese professional baseball league.

It has precise control, and is packed with loads of baseball strategy and techniques. The 3D environment ensures excellent camera angles and many view switches - which don't affect the gameplay!

The players' actions and characteristics are very detailed and sometimes hilarious. This is all backed by in-game commentary and cheering crowds. A UK release isn't confirmed yet, but it's available in Japan and there are rumours of a US publisher picking it up. So you never know, it might hit these shores sometime in the future.



## Rev Limit



**Publisher - Seta**  
**Developer - Seta**  
**Release Date - TBA**

Although a long way from release, this could be the best looking racing game released for a while. Similar to Namco's Ridge Racer, Seta's driving experience leans towards skilled driving and not just arcade style racing. Seta's developers have excelled in producing detailed backgrounds that cease being repetitive and become an environment you travel through.

There are 10 selectable cars, these all feature different handling characteristics and are affected by ground friction due to weight and tyres. You can also re-tune your car by winning races and gaining money. There are dashboard, over-the-shoulder and other views, along with many dials and speedometers.

There are three different options of play. You can choose from races of between 3 and 10 laps in the 'sprint', the 'endurance' mode gives you the choice of between 20 and 50 laps with pit stops, and the 'drag races' are upon strips of road 400m or 1000m long.

Another option you can enter is 'manager', this allows you to administer a driver for your team, re-tune the car to suit each race, and instruct your team when to refuel and exchange tyres.

Overall this looks like a very impressive racing game that is on a par with Top Gear Rally and Mario Kart, and will surely become a hit with driving addicts and which we will be keeping an eye on.



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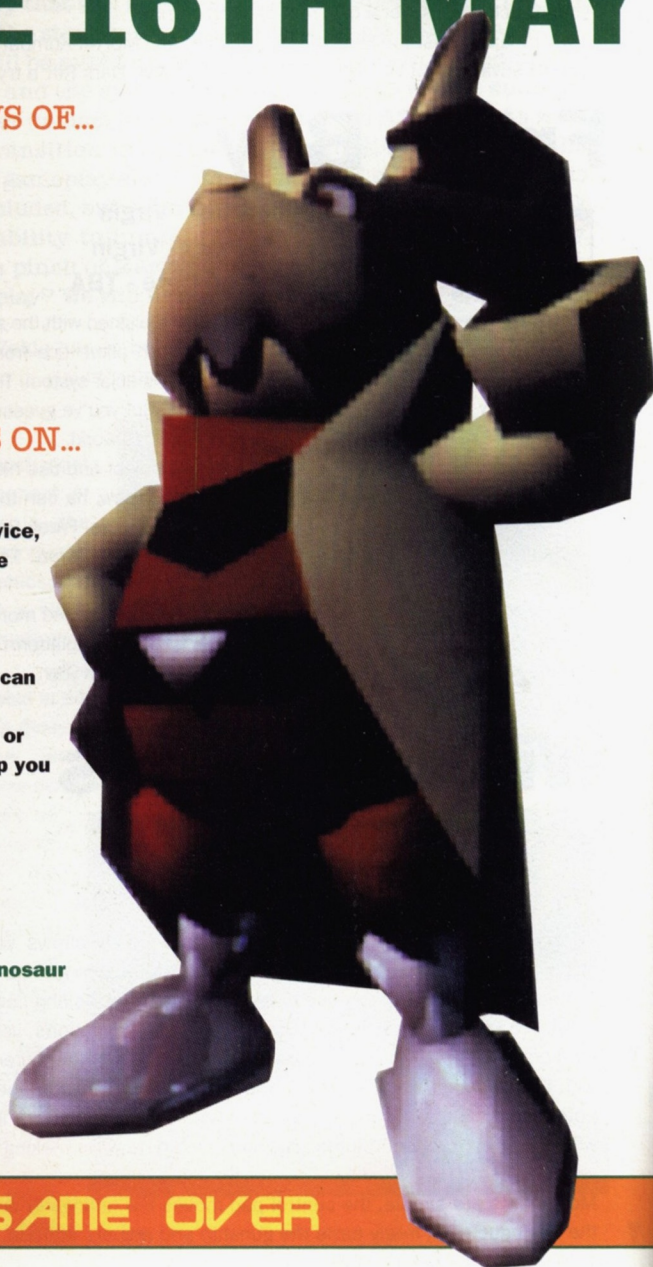
**Doom 64**  
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**Complete A-Z of cheats & tips**



GAME OVER





**The end is nigh...**



